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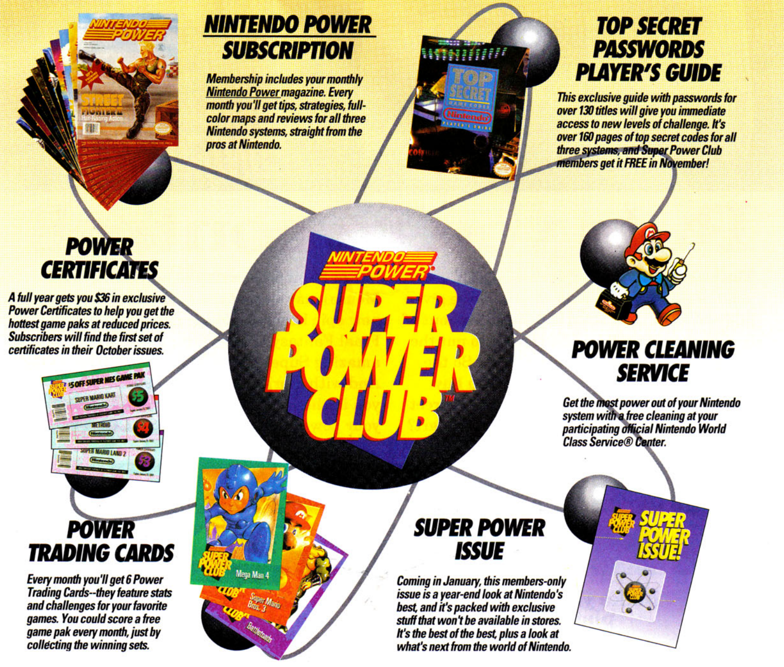
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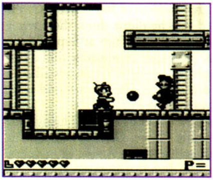

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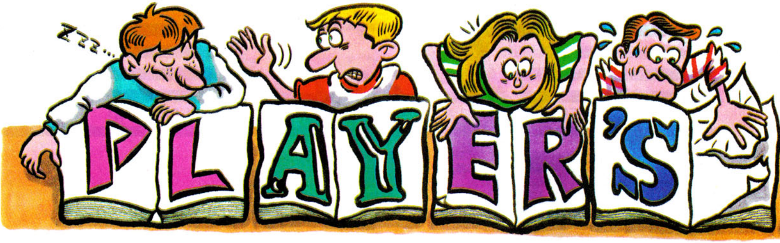

FROM TIME TRAVEL TO SPACE TRAVEL, GAME BOYS ARE EVERYWHERE! WHERE WOULD YOU PLAY? HERE'S WHAT SOME OF YOU SAID:

I'd play on the Sun, in a garbage truck, in a junkyard, in the middle of the Pacific Ocean, in the center of the Earth or when I'm going off a 700-mile high dive! (Maybe not.)

Bobby Dezfull, Portland, OR

The most excellent place to play would be on the rings of Saturn doing an 18,000-degree spin. What an awesome experience!

Travis Rajewski, Versailes, KY

How about on Mount Rushmore to show the Presidents what they're missing!?!

Brian Cooke, Centerville, AL

I'd choose to play it on a mountain of $100 bills. After I was done playing, I could buy some more games to try out.

Jim Ekdahl, Cheboygan, MI

I'd play in front of four TVs. I'd play Game Boy with one hand and use my other hand to control my NES and Super NES controllers and run on the Power Pad while watching my favorite TV programs-Captain N and Super Mario Bros.

Daniel Lee, St. Albans, WV

During 7th period English, I'd link up with three other people and play F-1 Race while Mrs. Mausert gives kids detention.

Kris Kundmueller, N. Bennington, VT

I'd play at the factory where the games are made because when I finished one game I could play another one.

Tiffany Lampkins, St. Louis, MO

I'd play in another galaxy; preferably in the Butterfinger Galaxy, but our own Milky Way will do.

Colin MacCall, Corte Madera, CA

It would be awesome to play at Nintendo Headquarters in Washington with all the pros!

Grant Gordon, Westfield, NJ

Once in Super Mario World, I would play Super Mario Land against Mario while making sure Yoshi didn't eat my Game Boy.

Sati Singleton, Bronx, NY

I would play in the center of the Earth where it would be nice and quiet. I would be sure to bring lots of batteries so I could spend hours, days, even years playing away from my two maniac brothers who are always fighting and creating tons of noise!

Penn Wilbert, Dayton, OH

I would choose another dimension. I'd play my Game Boy inside a Game Boy!

Craig Heyboer, Pinellas Park, FL

I'd help Samus in Metroid II on SR388. After we defeat the Queen Metroid, we'd chow down on space burgers and shakes.

Damon Rolls, Annapolis, MD

I'd play in a hotel in Las Vegas because there's nothing else to do there when you're eight years old!

Steven Horne, Novi, MI

I'd build a time machine, go back to 20,000 BC and show all the prehistoric people how to have fun...Nintendo style.

Laurice Miller, Wichita, KS

True story: I have played my Game Boy in a pool and in a bathtub! I put it in a Zip-Loc bag and MADE SURE the zipper was closed. It worked perfectly, but I couldn't hear the awesome music.

Billy Tomba, Jackson Heights, NY

Pretty cool idea, Billy. However, we don't recommend it!

A POWER PLAYER GETS HIS WISH

Way back in your first issue (on page 100) you printed a letter from 15-year-old Trey Sullivan of Raymore, MO. He stated that he didn't think there was a player better than him at Super Mario Bros. He hoped to someday find a better player because he always liked a good challenge. Well, he's found what he was looking for!

He's now 19 years old and living here in Pacific Grove, CA. He's in the Air Force and studying Arabic in my class. We both live in the same apartment complex and play the NES, Super NES and Game Boy together. The only game he gives me a real run for my money in (and we've played 65 different games) is John Madden Football for the Super NES. I really tripped out when I was going through my back issues and saw his name! I thought "No Way!" but I asked him and sure enough, it was him. Now he doesn't wish he'd found a better player! The moral of this story: Be careful what you wish for, you just might get it!

AIC Andrew J. Macks II
Pacific Grove, CA

Have you met your match during game play competition? Fill us in on the details of your toughest competition or your greatest game play victory.

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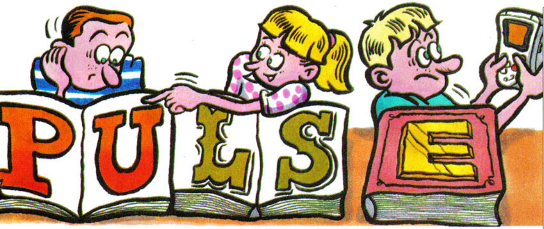
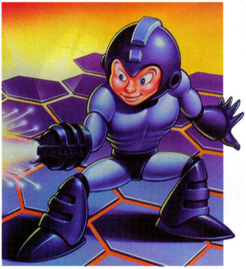


MEGA MAN NEEDS YOUR HELP!

Have you ever wondered who conjures up and designs video game characters? For example, in Mega Man IV, what demented person thought up Dust Man? Sorry to burst your bubble, but it wasn't Dr. Wily! Recently, in Japan, a contest was held in which game players could submit their ideas for characters, weapons and bosses for the upcoming Mega Man V. Capcom would like to have the same type of input from game players in the U.S. and Canada. Here's the deal: send us your best ideas for Mega Man characters and we'll pass them along to Capcom. In addition, we'll feature the best ideas on our pages here. Please send names, abilities and drawings of your characters. Artistic talent is not a requirement. Just think, YOU could be the person responsible for creating the ultimate challenge for Mega Man! Send your ideas to:



Brainstormin' for Mega Man
P.O. Box 97033
Redmond, WA 98073-9733

By submitting your character concept to Nintendo, you are releasing all rights for use of your character to Nintendo of America and Capcom. You understand that your character may be featured in an actual future Capcom video game.

EDITOR'S CORNER

Currently, Nintendo Power has five Player's Guides available—the NES Game Atlas, Game Boy Player's Guide, Mario Mania, Super NES Player's Guide, and our newest creation, The Legend of Zelda-A Link to the Past Player's Guide. The on-going success of these guides prompts us to believe that you, the players and readers, want more. Guess what? Player's Guide number six is in the works! Our next book will take you straight into the heart of numerous popular password and stage select games. If you're the type of game player who hoards passwords, this will be just the book for you! We're anticipating the new book to be completed in November. We'll keep you updated!

Gail Tilden
Editor in Chief

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1-206-885-7529
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Stumped by a game? Call our Game Counselors for help between 4am and midnight Pacific time, Monday through Saturday or 8am and 5pm Sunday. It's long distance, so before you call, be sure to get permission from whomever pays the bill.

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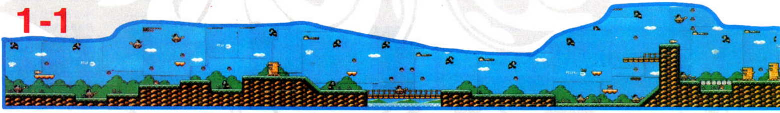
Fe THE

ROUND 1

The first three Rounds of the game take place on land, meaning that Felix will Power-Up with the Magic Hat, Rocket Car and Tank. Always enter

1-1



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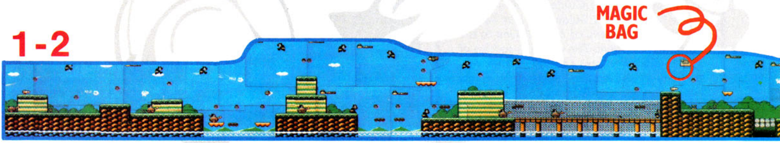

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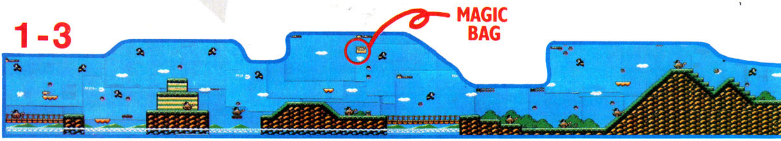

lix
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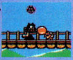
FELIX THE CAT

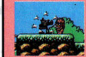
POWER UP YOUR PUSSY CAT

Felix balloons may contain Power-Ups, extra points, or just hot air. You never know what's inside, so grab them all. The more Power-Ups Felix collects, the more hits he can take. He can also attack from farther away when Powered-Up.



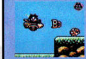
BOXING GLOVE

Even when Felix hasn't grabbed a Power-Up Heart, he'll be able to attack foes using the Boxing Glove.



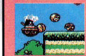
MAGIC HAT

Felix's attack with the Magic Hat is a shower of stars that shoot out in a circle around him.



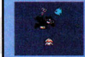
ROCKET CAR

The second Power-Up in land areas is the Rocket Car, which fires a powerful missile at enemies.



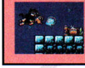
TANK

The third Power-Up is the Tank, which lobs shells. The shells bounce to the edge of the screen.



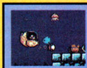
DIVING MASK

Felix can swim underwater with the Diving Mask, but he'll have to punch enemies with the Boxing Glove.



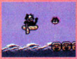
SEA TURTLE

Grab onto the Sea Turtle for a wild, wet ride. The Turtle shoots powerful bubbles to attack enemies.



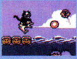
SUBMARINE

The Felix Sub is the ultimate underwater craft. It fires fast torpedoes and moves swiftly.



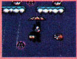
LIFE RAFT

Felix can keep afloat with this rubber Life Raft, but he will do better if he gets a Power-Up.



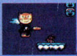
DOLPHIN

Power-Up to a Dolphin in the water areas. You'll jump and swim with ease, plus shoot beach balls.



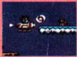
UMBRELLA

This is the basic mode of travel in sky stages. You can float about and punch your airborne enemies.



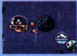
BALLOON

The first sky stage Power-Up is the Felix Balloon. Use frisbees to knock birds out of the air.



AIRPLANE

The Airplane is the second Power-Up for feline flight. It fires propellers across the screen.

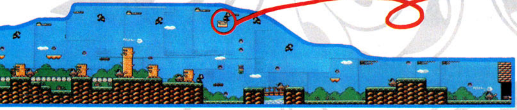


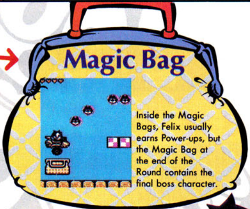
SPACESHIP

Take a Spaceship to the Moon to reach the Professor. You can blast aliens and asteroids along the way.

That wonderful cat, Felix, has arrived from Hudson Soft with his magic bag of tricks. The result is lots of feline fun for your NES starring one of the best-loved comic figures of the last 50 years. What's it all about? The Professor has captured Kitty and it's the job of Felix to track them down over nine stages and set things right. Whether you're pouncing from platform to platform or floating through the foe-crowded clouds, the action never stops.

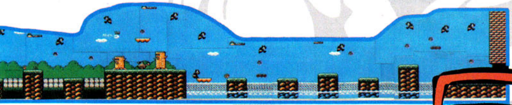
the big Magic Bags when you have the chance. You can earn 1-Ups and Power-Ups. At the end of the three Rounds, you'll find Poindexter and his mechanical donkey. Try to go in fully Powered-Up.

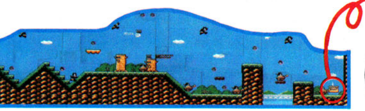


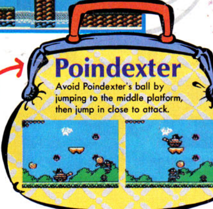


Magic Bag

Inside the Magic Bags, Felix usually earns Power-ups, but the Magic Bag at the end of the Round contains the final boss character.





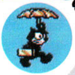


Poindexter

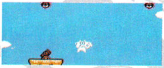
Avoid Poindexter's ball by jumping to the middle platform, then jump in close to attack.

ROUND 2

Round 2 starts off with Felix taking to the air. His Magic Bag provides a lift with the Felix Balloon and Airplane Power-Ups. You can fly above the screen in relative safety, but watch out for the cannon shots!

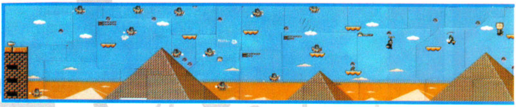


The Umbrella is basic transportation.

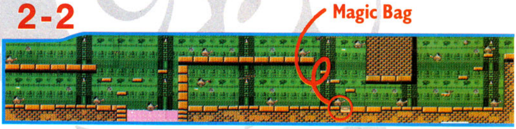


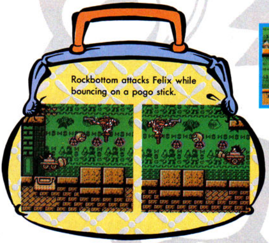
The cannons are the primary threat.

2-1



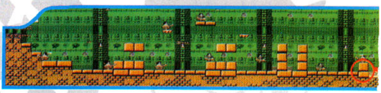
2-2





Rockbottom attacks Felix while bouncing on a pogo stick.

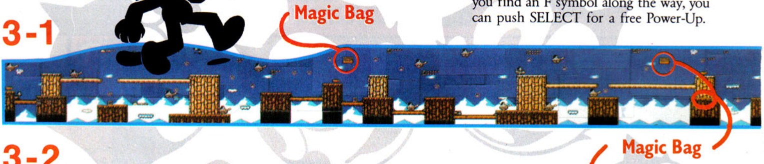
2-3



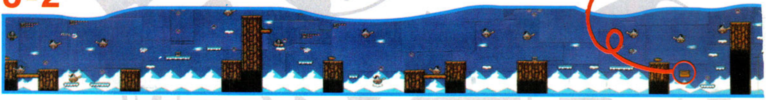
ROUND 3

Master Cylinder is the bad guy at the end of this Round. Before you reach him, you'll have to make your way to the far north. If you find an F symbol along the way, you can push SELECT for a free Power-Up.

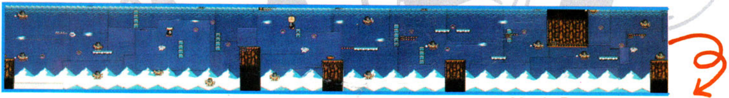
3-1

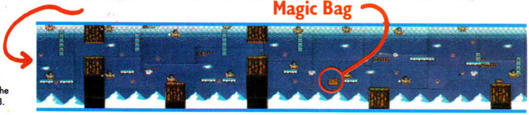


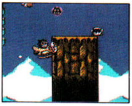
3-2

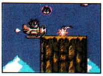


3-3





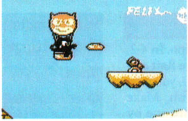


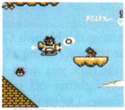


The Airplane gives you the upper edge in Round 3-3.

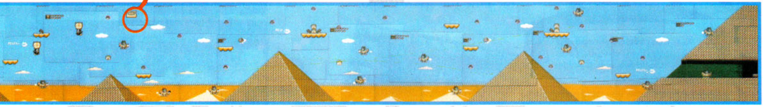
FELIX THE CAT

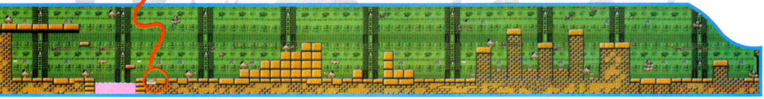
Felix throws Frisbees from his Balloon.

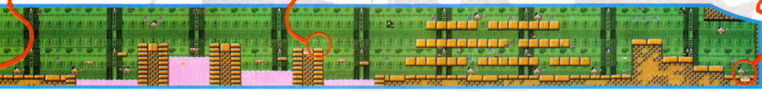


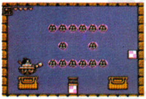


Avoid the big fall by Powering-up early in Round 3-1.

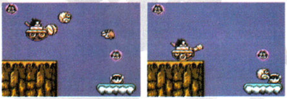




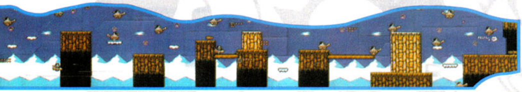

Magic Bag
Magic Bag
Magic Bag

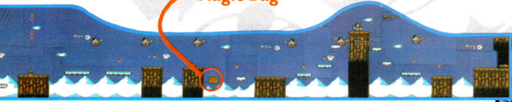


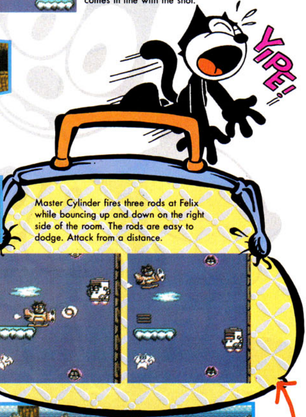
Don't miss the Power-Up in the first Magic Bag.



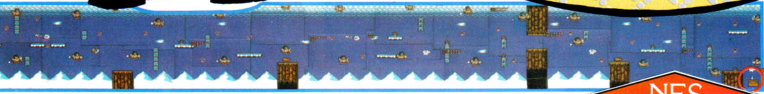
The shots from the Tank make an arc. You have to judge when the target comes in line with the shot.







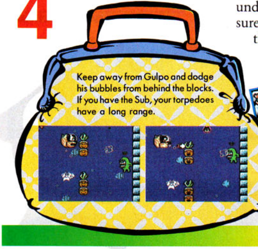
Master Cylinder fires three rods at Felix while bouncing up and down on the right side of the room. The rods are easy to dodge. Attack from a distance.



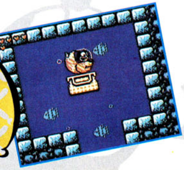
NES

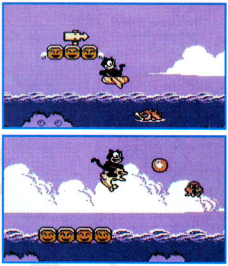
ROUND 4

By land and sea, Felix pursues the blobish Gulpo. In 4-2, you'll find yourself on the surface, rowing a Life Raft and riding on a Dolphin. By the time you reach 4-3, you'll be underwater, fighting off jellyfish. Make sure you Power-Up to the Submarine by the time you reach Gulpo.



Keep away from Gulpo and dodge his bubbles from behind the blocks. If you have the Sub, your torpedoes have a long range.

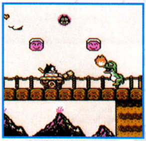




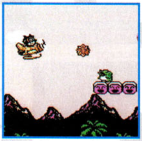
The Life Raft and Dolphin keep you bobbing on the surface through Round 4-2.

ROUND 5

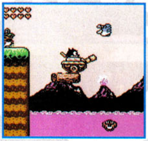
Round 5 is a primeval world of dinosaurs and erupting volcanos. The beasts Felix runs into can't cope with his modern Rocket Cars and Tanks. In 5-2, Felix flies the ancient skies while dodging rocks. Finally, he meets up with a gun-toting fake Felix at the end of 5-3.



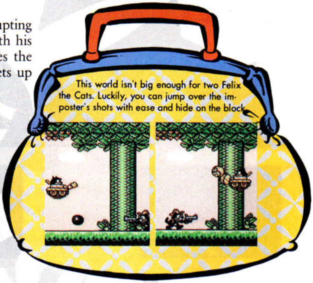
One shot from the Tank will fossilize this sorry-saurus.



The primitive green critter spits rocks into the sky as Felix soars past.



Danger comes from above and below. Good timing and Power-Ups save the day.

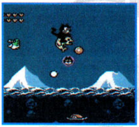


This world isn't big enough for two Felix the Cats. Luckily, you can jump over the imposter's shots with ease and hide on the block.

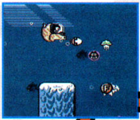
What do I do next.

ROUND 6

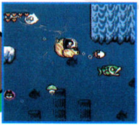
Felix is back on the rocks in Round 6. This icy world is no place for a swim, but our fearless feline laughs in the face of fearful frostbite. Both above and below the sea, Felix must prepare for a rematch with Master Cylinder.



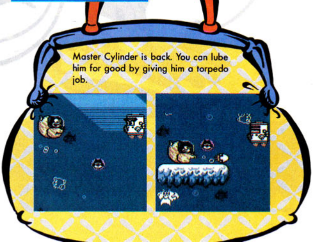
Power-Up with the Dolphin for speed and control.



The Sub's torpedoes will fry any fish in the sea.



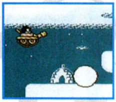
Stay near the ice bergs to stay clear of enemies.



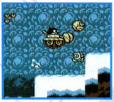
Master Cylinder is back. You can lube him for good by giving him a torpedo job.

ROUND 7

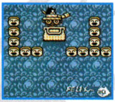
At the North Pole, Felix is up to his whiskers in trouble from snowballs and frozen flounders. Then he must make his way through a snow castle filled with bats. Don't miss the blocks that spell out Felix, because you can Power-up there. Poindexter returns at the end.



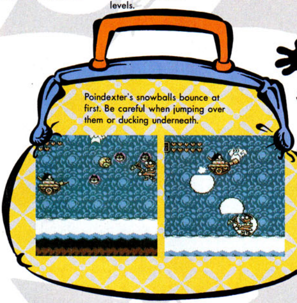
Jump over snowballs or let them fall in a hole.



The Tank can blast enemies on higher levels.



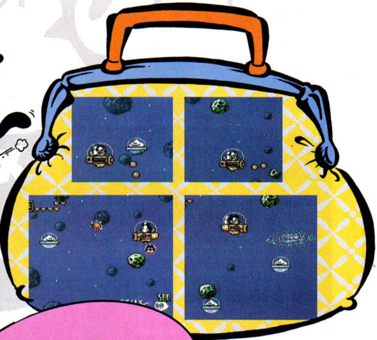
As always, never miss a Magic Bag.



Poindexter's snowballs bounce at first. Be careful when jumping over them or ducking underneath.

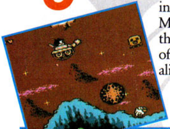
ROUND 8

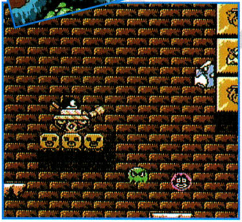
Felix must now journey through space to reach the Professor, who is hiding on the Moon. The Spaceship doesn't Power-Up into a better vehicle, but you must collect Power-Up Hearts in order to maintain your current Spaceship. While you're searching for Hearts, you must also battle aliens and asteroids.

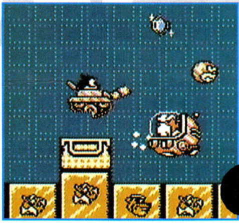


ROUND 9

Now that Felix is on the Moon, he is very close to rescuing Kitty. Only the Professor stands in his way. Once inside the Professor's Moonbase, Felix must Power-Up for the final time. This is the toughest stage of the game. Don't get caught in an alien crossfire! Yeow!







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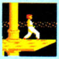
PRINCE of PERSIA®

For one thousand and one nights the Princess has been held captive in the Sultan's dungeons, but now a brave youth has entered the cunningly devised maze to rescue her. Prince of Persia from Virgin Games is the ultimate escape. The vast dungeons of the Sultan contain more than a dozen stages. You'll encounter locked gates, crumbling floors, pits with floors of spikes, swordsmen, traps and puzzles, and the Sultan himself. The excellent animation of the Game Boy version looks even better now that the game is in color, but the actual game stages have not changed.

A PRINCELY PURSUIT

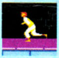
It isn't easy becoming a prince, especially when all the forces of the Sultan are bent against you. You will need to be an athlete who can run like the wind and jump wide chasms. You must also be a warrior who can wield a Sword.

STEPPING OUT



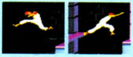
Take one slow step at a time when approaching the edge of a bridge or ledge, or to position yourself for a jump.

RUNNING INTO TROUBLE

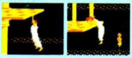


Push the controller Left or Right to run in that direction, but make sure you don't run into a trap or over a cliff.

JUMPING & CLIMBING



Jump over wide spans using the A Button. You can jump from a standstill or while running. The latter takes expert timing.

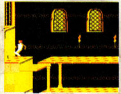


If you jump to another ledge you can hang on by pushing the A Button. Climb onto the ledge by pushing Up.

LEVEL 4

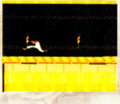
The first three levels were covered in Volume 32 of Nintendo Power for the Game Boy version. Now it's time to learn the secrets of the rest of the dungeon. The most intriguing part of Level 4 is the mysterious mirror, but the double gates can also be difficult to pass. Also, be sure to pick up the Big Potion. In this area, as in almost all the areas, you must find an Exit Panel and step on it before the Exit will open.

CRUMBLING FLOORS



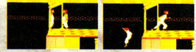
Floors that crumble when you step on them are a danger in this area. Still, you may want to risk it for the Big Potion.

DOUBLE TROUBLE

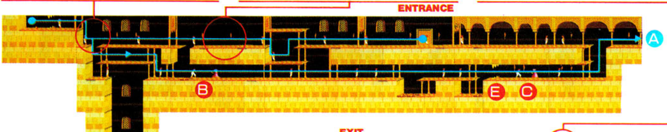


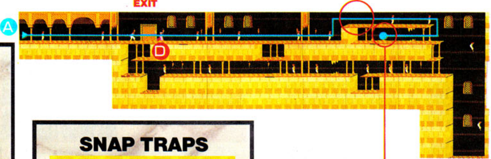
Double panels in the floor usually work so that one opens a gate when touched while the other closes the same gate.

MIRROR, MIRROR



You can't walk through the mirror, but you can jump through it. As you pass through the glass, your reflection runs away.

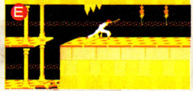




SWORDSMEN

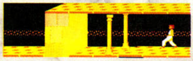
The Swordsmen in this area move faster than in earlier stages. Close in quickly and try to get the first hit, then back up a step and strike again.

SNAP TRAPS



These blades snap together from above and below. Time your jump between them so it starts as the blades begin to separate. Find the Snap Traps on the map so you won't run into them.

EXIT PANEL



After you jump through the Snap Traps at the far right side of this stage, you'll find the Exit Panel. Then step on the Panel and continue to the Exit.

SWORDPLAY

Once you've found the Sword early in the game, you'll need to master the basics of swordplay. Block your opponent's attacks and strike when he is off guard.

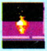
Move close to your foe and thrust.

Parry your opponent's attack.

ITEMS

Always look for items in the dungeon. The Potions that refill your Life Arrow are often hidden under crumbling floors or in other hard-to-reach areas. Searching them out is worth the effort.

Pick up and drink the contents of the small Potion for a partial refill of one Life Arrow.



When you find the Big Potion, you will receive an additional Life Arrow.

After you find the Sword in the first area, it will appear in your hand automatically when a Swordsman attacks.

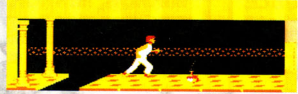
PLAY TIME

You have only one hour to rescue the Princess once you enter the dungeon. Each time you lose a life, you will also lose precious minutes. The trick is to master a stage, then race through it to obtain the most favorable password.

LEVEL 5

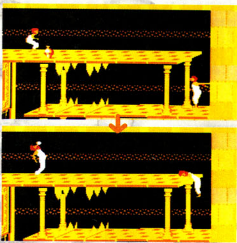
The deeper you search in the dungeon, the more dangerous it seems to get. In this area, you begin near the bottom and must work your way up. A lot of climbing is involved, and the Swordsmen along the way are better than any you've met so far. Beware of the cruel Double Snap Traps!

POTIONS

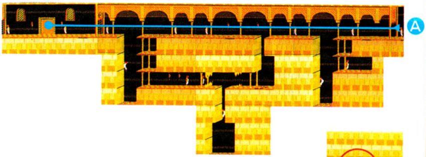


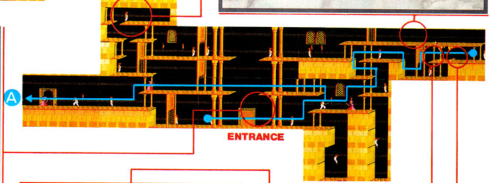
Always try to get Potions whenever you need a refill, but don't waste them if your Life Arrows are full. You can usually return later when you really need a boost.

MIRROR IMAGE

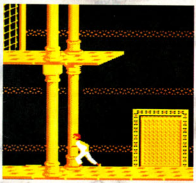


Just as you head for the Big Potion on the upper level, your reflection appears and steals it.

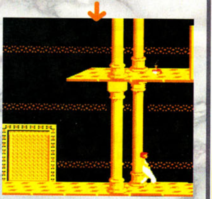




GATE PANELS

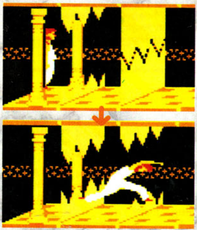


Once you step on the Gate Panel to the left of the entrance, the Gate to the Potion on the upper right will open.



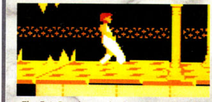
This Gate Panel opens the Gate to the upper left, which you reach by jumping from the upper right ledge.

LOOK AT THOSE SNAPPERS



The Double Snap Traps crash together one after the other. You'll have to clear both of them in a single jump. Wait until the second Trap starts to open, then jump.

EXIT PANEL



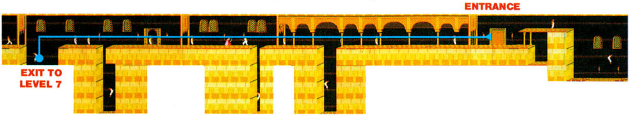
The Exit Panel is on the far right side of this area, just below where your Mirror Image appears. You'll have a long way to go to reach the Exit from here.

SWORDSMEN

You won't have much room to maneuver against these Swordsmen, so you should hit quickly and repeatedly.

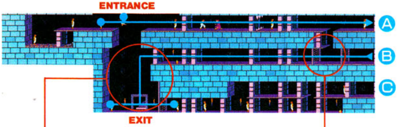
LEVEL 6

There's no maze in this area of the dungeon, but there are Floor Spikes and Swordsmen, plus deep pits that will end your rescue attempt if you should fall into them. Just before you make the leap of faith to Level 7 from the far left, you'll notice your Mirror Image appear on the far side of the chasm. Ignore it and jump. Be prepared to grab onto the left ledge after receiving the Level 7 password.

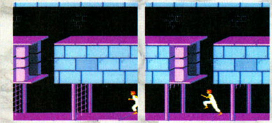


LEVEL 7

Every time you begin Level 7 you'll relive the horrific jump from Level 6 down to Level 7. The only way to survive is to grab onto the ledge on the left. After that, you'll make another daredevil jump to the right, then it really gets tough.

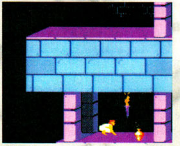


DOUBLE GATES

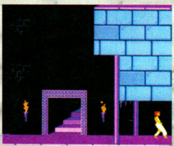


Go all the way to the right, then drop down the shaft so you can reach the Gate Panel on the right of the Double Gates.

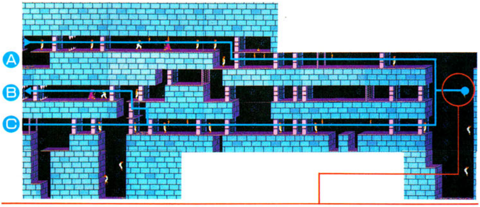
EXIT DOOR



The Exit is on the lowest floor of this area. The path down to it takes you all the way to the right and back.

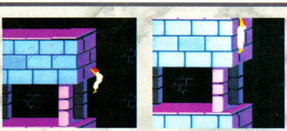


The Exit Panel is close to the Exit, but you'll have to go through the entire dungeon to reach it.



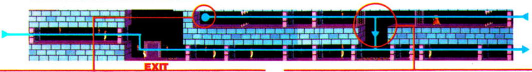
DROPPING IN

To reach the end of Level 7 you must drop down to the lower passages. As you fall to the lower levels, push Up and the A Button to grab onto the ledge.

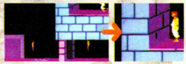


LEVEL 8

At first Level 8 may seem like a short area, but it isn't. Ignore the Potion to the right of the entrance and watch for lots of Floor Spikes.

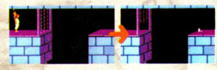


EXIT PANEL



Although you can see the Exit Panel above the room with the Exit, you still have a ways to go before getting there.

MOUSE AID



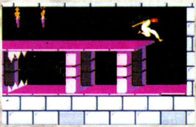
A mouse will appear beyond the gate and hit the Gate Panel to open it so you can proceed.

* * *

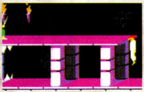
LEVEL 9

A duel to the finish takes place near the start, and to make matters worse, you have your back to a Snap Trap! Then prepare for lots of climbing and fighting.

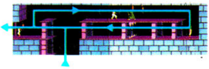
GATE CRASHING

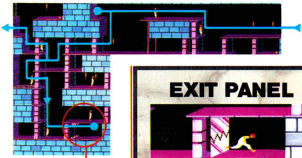


Defeat the Swordsman on the upper level, then move to the right and hit the switch. Jump between the lower ledges when crossing back to the Gate.



Take the lower route and attack this Swordsman from the right to avoid the bridge. Avoid hitting the left Panel.





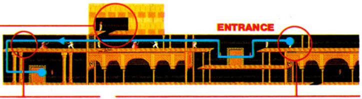
EXIT PANEL

In the second part of this stage, you'll have to fight for your life and drop down to the Exit Panel beyond the lowest Snap Trap. Then, wasting no time, make your way back to the Exit.

* * *

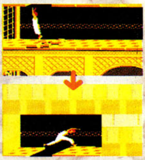
LEVEL 10

The Exit Panel is just above the Exit, but you'll have to open the upper left Gate to battle the Swordsman before reaching the Panel. You'll also have to master the running jump.

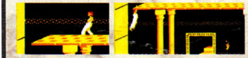


THE INS AND OUTS OF DUNGEON LIFE

After defeating the Swordsman, stand at the broken blocks and jump up to reach the Gate Panel.

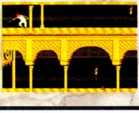


EXIT PANEL



The prince-to-be is just above the Exit Door after defeating the final Swordsman. Drop down to the door by first hanging from the left ledge then letting go.

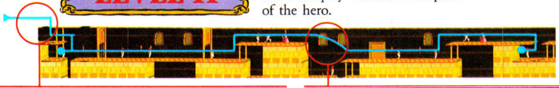
GATE PANEL



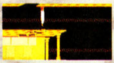
This Gate Panel opens the Gate above and to the left of the Entrance. It will take you to the Exit Panel.

LEVEL 11

Look for the crumbled block on the floor. That's where you climb up to a hidden area. More running jumps and swordplay will also be required of the hero.

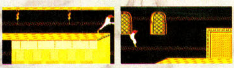


UPPER FLOOR



Once you climb up to the higher floor, proceed to the left or right to get a refill Potion. Drop down to get to the Entrance if you go to the left, or, head back to the right and drop down to explore the rest of the stage.

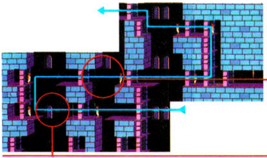
EXIT DOOR



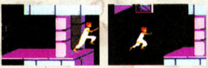
A leap of faith off the edge of the screen is required to reach the Exit Door.

LEVEL 12

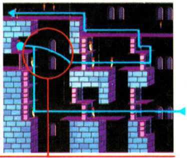
Here, close to the end, the Sultan has kept his most cunning defenses. Fantastic jumps are just part of the trouble. You'll also meet your Mirror Image, which you can't defeat.



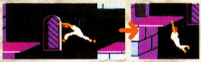
BLIND JUMP



Once again you'll have to make a blind jump into space. Be ready to grab a hold of a ledge to the right.

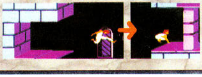


TRICKY JUMPS



Master the Jump and Cling technique on wide chasms. Leap from one ledge and hold on to the far ledge with your fingers.

FLYING LEAP

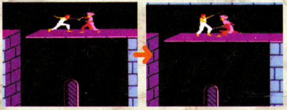


Start from the upper ledge and jump to the lower ledge on the right. You won't make it if you jump straight across.

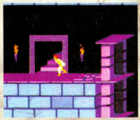
LEVEL 13&14

The final two stages are short and sweet. The first pits you against the Sultan Jaffar in a one-on-one duel. In the second, you'll find the Princess at last.

FINAL DUAL



The final sword fight is with Jaffar, the fiend who has kidnapped the Princess. Your dueling technique should be the same as always—thrust as the opponent closes in. Timing is everything!

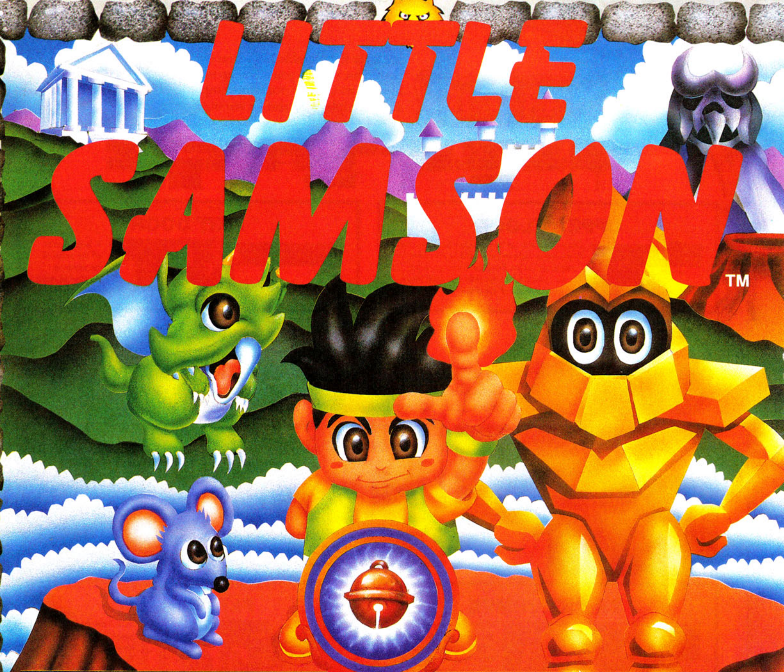


Now you can move on to the final stage.

THE PRINCESS

With the Princess now safe, you will be made the new Prince of Persia, the master of all you survey.

LITTLE SAMSON™



A young fighter, a bold dragon, a rock warrior and a bomb-dropping mouse fight together for the freedom of their kingdom in Little Samson from Taito. The names and looks of the characters are cute, but the game itself is a serious challenge. Emperor Hans of the Kingdom of the Imperial Forgy has called on Little Samson and his fellow fighters to stop the evil Ta-Keed from spreading his black magic throughout the land. The members of this curious quartet possess their own magic abilities which are conjured up from four mystic Bells. While you guide the fighters through their journey, you can use their magic powers one at a time and switch from one fighter to the next as the situation dictates.

FOUR FEARLESS FIGHTERS

SAMSON

Little Samson is a skilled climber who can scale rock walls and cling to cave ceilings. He's also a good jumper and can knock out enemies by tossing his White Bell.

DRAGON

Kikira the dragon possesses the Blue Bell. With it, she can breath fire and fly for short distances. Her long claws allow her good traction in the icy sections of the land.

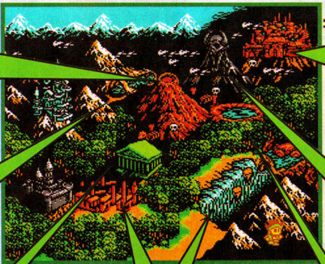
MOUSE

K.O. the mouse can knock out creatures with his Green Bell Bombs. He can also crawl through narrow passages which are too small for the others, and climb along walls and ceilings.

GOLEM

The sturdy rock warrior, Gamm, is a slow but powerful Golem. He defeats enemies by swinging a massive Red Bell. Gamm can also walk on sharp, spiky surfaces unharmed.

IMPERIAL FORGY



VOLCANO

The sixth leg of your journey takes place in this hot home to a huge golden dragon. Watch for molten lava.

MYSTIC CAVE

Your climbing and jumping skills will prove to be useful when you reach this cold cavern in the fourth stage of the battle.

PALACE

Stage Five takes place in a huge palace and ice cave. Use Kikira to avoid slipping on the frozen ground.

CAPITOL CITY

Your journey to destroy Ta-Keed begins in this ancient metropolis. The citizens have been scared away by an evil magician.

THE FALLS

If you can avoid dropping into the dangerous falls of this second stage, you'll clear the area easily.

THE SWAMP

The third stage of your journey takes place in this area filled with poisonous plants. Only Gamm can walk through unharmed.

FORGY MOUNTAIN

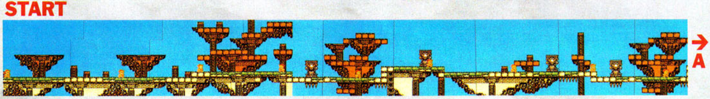
You'll scale the enemy-infested Forgy Mountain in this seventh stage. Swift fighting skills are necessary for survival.

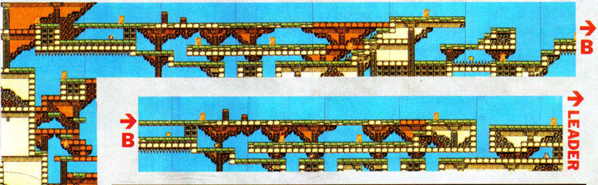
TA-KEED'S CASTLE

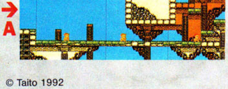
This evil palace is your final destination. Find Ta-Keed and stop his sinister scheming. Strength and speed will be useful here.

STAGE 1
CAPITOL CITY

Once all of the members of your party have made their way to the castle of Emperor Hans, the journey will begin in this ancient town. Samson is capable of clearing this area without aid from his partners, though there are a few offshoot passages that only K.O. can enter.

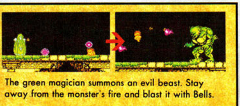






A MONSTER AWAKES

After defeating a green magician at the end of this stage, you'll encounter a huge, fire-spitting monster. Keep your distance, avoid the flames and fight him off with Samson or Kikira.



The green magician summons an evil beast. Stay away from the monster's fire and blast it with Bells.

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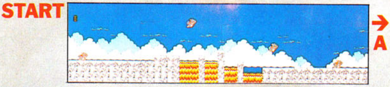
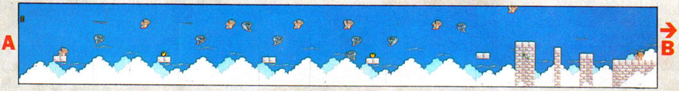
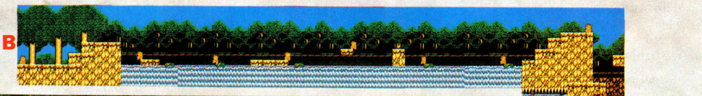
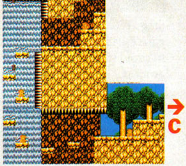
STAGE—2 THE FALLS

Since stable rocks are few and far between in this stage, the waterfalls of Imperial Forgy are difficult to cross for a character with limited jumping abilities. Guide Kikira across the first section of the falls and use either Samson or Kikira to cross the second section. You'll meet with the most success by using Kikira's ability to fly and Samson's climbing techniques.



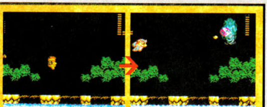




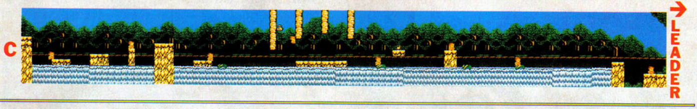


WATER FIGHT

A blue water demon leaps from the last section of the falls and tosses deadly spheres. As soon as this creature appears, jump across the falls to the far side of the screen, turn and toss Bells or shoot fire. You'll advance to Stage Three by defeating this creature.

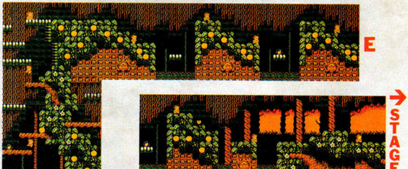


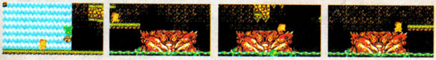
The best way to blast the water demon is from a distance. Move away quickly and fire.



A SLIGHT DETOUR

If you lose your footing and drop into the waterfall while fighting the water demon, you'll land in a cave far below. The rough landing will cause you to let go of your Bell, losing it to a waiting gargoyle. Ride on a giant crab through the water-filled cave and track down the gargoyle. Once you retrieve the Bell, you'll end up on a forest path that leads to the middle of the Stage Three Swamp.

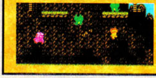




The drop into the falls will cause you to lose your Bell. You can track it down by riding a giant crab through the cave.

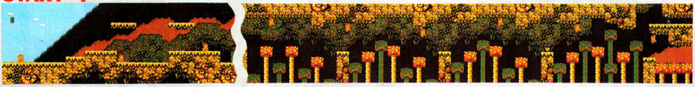
BATTLE FOR THE BELL

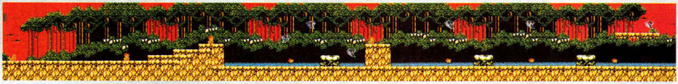
A red magician has the Bell. Fight this fiend from a distance and try not to be pulled in by his magic. After you're victorious, you'll move on to Point D on the map.

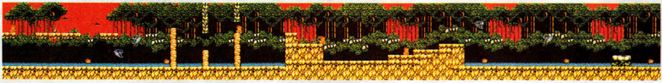


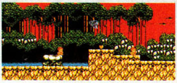
STAGE 3 THE SWAMP

Gamm is the only character in your party with enough armor to survive a trek across the tops of the poisonous toadstools in this marsh. Once you've crossed that section of the swamp, you should switch to Kikira and fly over the water and mini-tornadoes.



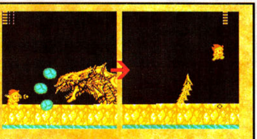






A DRAGON STRIKES

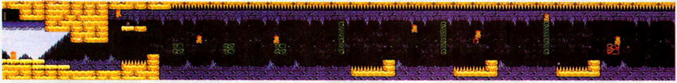
When you reach the end of the swamp, a huge dragon will emerge from the muck. Fire on this creature when its mouth is open and jump away from the flames that it breathes out. After a few seconds, the dragon's head will sink and its tail will rise. Leap to avoid it.

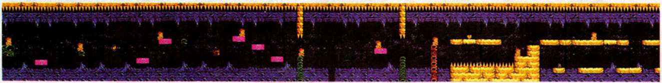


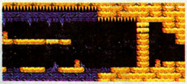
Hit the dragon in the mouth and avoid contact with the tail.

STAGE 4 MYSTIC CAVE

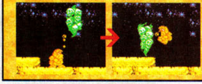
The mystic cave is filled with rock platforms that are only visible when they are glowing. Make sure that you know where they are, then take a leap of faith. The 1-Up at the beginning of this stage will effectively give you unlimited chances to make a successful crossing.







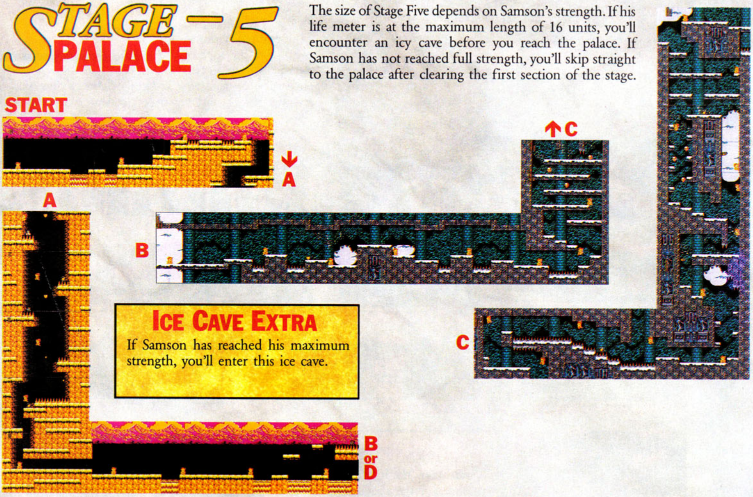
SKULL SCARE



You'll find a group of skulls in the last chamber of the cave. When the skulls converge, use Gamm to pulverize them with his Red Bell. He should be able to make short order of this boney bunch.

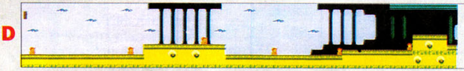
STAGE—5 PALACE

The size of Stage Five depends on Samson's strength. If his life meter is at the maximum length of 16 units, you'll encounter an icy cave before you reach the palace. If Samson has not reached full strength, you'll skip straight to the palace after clearing the first section of the stage.



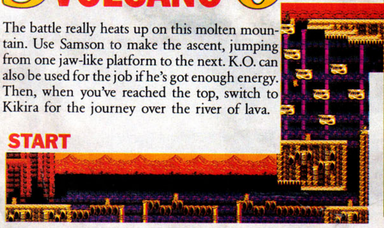
ICE CAVE EXTRA

If Samson has reached his maximum strength, you'll enter this ice cave.



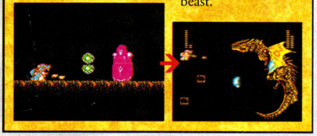
STAGE—6 VOLCANO

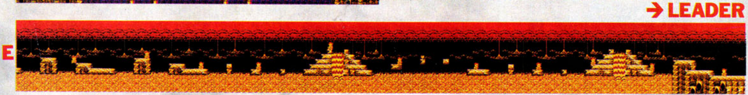
The battle really heats up on this molten mountain. Use Samson to make the ascent, jumping from one jaw-like platform to the next. K.O. can also be used for the job if he's got enough energy. Then, when you've reached the top, switch to Kikira for the journey over the river of lava.

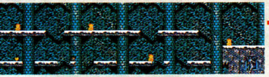


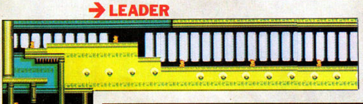
FIERY BATTLE DOWN BELOW

Two very strong enemies appear in the center of the volcano. You'll first encounter a red magician who releases zig-zagging spheres. Jump over the spheres and fire on the magician, or just use brute force. The next creature is a huge dragon. Jump from block to block as you blast this beast.



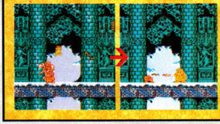




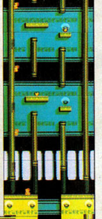


SKELETON STAMPEDE

A skeletal horse and rider appear in the last section of the ice cave. With Samson, you can knock the rider off his mount by hitting the horse with Bells and jumping over the team as it approaches. Then switch to Gamm and swing at the skeleton with the Red Bell.

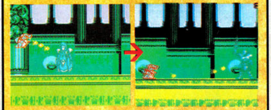


Samson and Gamm can work together to defeat the horse and rider.

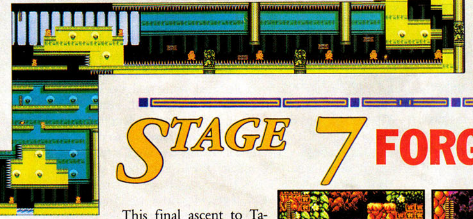


A STORMY KNIGHT

The leader of the palace is a strong knight who can summon lightning bolts and waves of fire. You'll encounter this creature as soon as you defeat a blue magician in the palace's final chamber. Kikira is the best character to use.

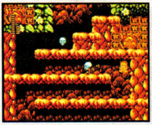


Guide Kikira through your battle with the blue magician and the powerful knight.

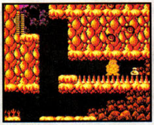


STAGE 7 FORGY MOUNTAIN

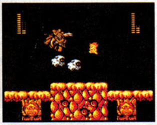
This final ascent to Ta-Keed's Castle is populated by several dangerous creatures. Take Samson to the top or switch off to another capable character if he is low on energy. It will take all of the power that you can muster to defeat the villains at the end of the stage.



Floating skulls inhabit the mountain's winding passages.



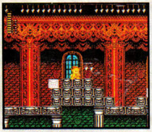
Use Gamm to walk on the sharp spikes to reach this vial.



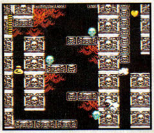
The final battle on the mountain is going to be rough.

STAGE 8 TA-KEED'S CASTLE

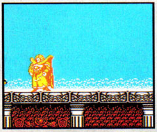
Ta-Keed's Castle is booby-trapped to keep unwanted visitors from entering. Spikes fall from the ceiling without warning, blocks come to life and pounce on intruders, and pedestals spin in order to throw off those who attempt to climb them. All four members of your party will be useful here.



Beware of falling spikes and hopping stones.



Only K.O. can climb up the right side of this chamber.



This magician makes an appearance before Ta-Keed arrives.

CLASSIFIED INFORMATION

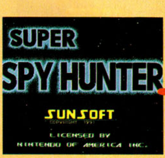
NINTENDO POWER TOP SECRET

SUPER SPY HUNTER

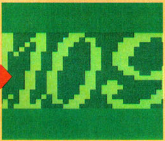
From Agent #002

Extra Car Roulette

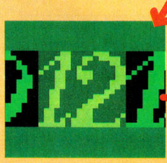
While a normal Super Spy Hunter mission begins with five cars in reserve, our agents have found a way to give you as many as 12 cars in reserve. When the title screen appears, press and hold the A, B and Select Buttons, then press the Start Button. A series of large, green numbers (0 through 12) will fly by quickly and repeatedly like the numbers on a roulette wheel. You can slow the numbers down by pressing the A Button or just let them slow down on their own. When the digits stop moving, the number in the center of the screen will indicate how many cars in reserve you have been awarded. The odds are one in 13 that the wheel will stop spinning on number 12. Keep trying this maneuver until you've reached the desired number of cars in reserve.



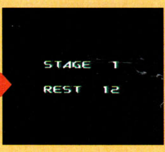
Press and hold A, B and Select. Then press Start.



Numbers will zip by like the numbers on a roulette wheel.



You can win as many as 12 cars in reserve.



STAGE 1
REST 12

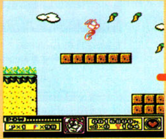
Begin the game with a big fleet of spy hunting vehicles.

TINY TOON Adventures

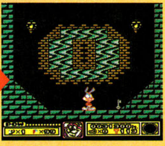
From Agent #514

UFO Sighting

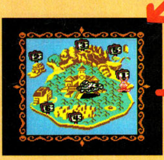
If you harvest a lot of carrots in this NES adventure, you can go on an outer space adventure and fight a nasty villain for 1-Ups. Pick up 99 carrots and make sure that you pass up your chance to cash them in for 1-Ups with Hampton. Then make your way to the end of the stage, defeat the stage leader and pick up the key. Before you move on to the next stage, a spaceship will descend onto the map screen and beam you aboard. The leader of this alien craft is Duck Vader. Bounce off of Duck Vader's soldiers for extra height and try to land on his head. If you hit him three times before he blasts you, you'll earn three 1-Ups! Once you're off the spaceship, you can catch up with Hampton and cash in your 99 carrots for three more 1-Ups.



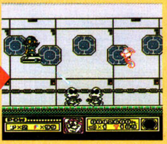
Collect the maximum 99 carrots as you hop across the land.



Defeat the level leader and collect the key.



Before you can get to the next level, you'll have an alien encounter.



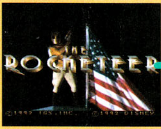
Meet Duck Vader and land on his head three times to earn three 1-Ups.

ROCKETEER

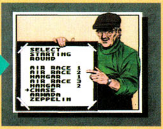
From Agent #905

Round Select

You can skip instantly to your favorite stages of this adventure by keying in a quick code. When the title screen appears, press the L and R Buttons in the following order: L, R, L, R. Then press Down on the Control Pad. You'll hear a metallic sound, indicating that the code has been entered correctly. After the next screen (with copyright information) appears for a few seconds, press the Start Button. The player select screen will appear. Select the number of players who will participate and press the Start Button again. A new screen listing the eight rounds of the game will appear. Move the cursor down the list by pressing Down on the Control Pad and press the Start Button to begin on the selected round.


THE ROCKETEER
©1992 IGS, INC. ©1992 DISNEY

Press L, R, L, R and Down. You'll hear a metallic sound.


SELECT STARTING ROUND
AIR RACE 1
AIR RACE 2
HANGAR 1
AIR RACE 3
HANGAR 2
→CHASE
ARMADA
ZEPPELIN

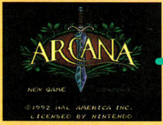
After you choose the number of players, you'll be able to select your starting round.

ARCANA

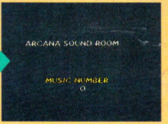
From Agent #227

Sound Room

By entering the Arcana Sound Room, you can sample the sound effects and music of the game before you play. When the title screen appears, press the L, R and B Buttons simultaneously. The Sound Room screen will appear. Press Up and Down on the Control Pad to change the sound selection. Then press A to start the selected sound and B to stop it.


ARCANA
NEW GAME
©1992 HAL AMERICA INC.
LICENSED BY NINTENDO

Press L, R and B all at the same time.


ARCANA SOUND ROOM
MUSIC NUMBER
0

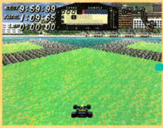
Choose a sound selection and listen in by pressing A.

F1ROC
RACE OF CHAMPIONS

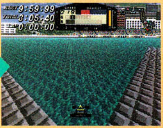
From Agent #938

Water Run

The Monaco track in this racer borders on a large body of water. If you want to test your water racing skills, you can break out onto the water in one section of the track. About halfway through the course, situated between the track and the water, you'll see a place where two barricades meet (pictured below). Race into the small space between the barricades at full speed and you'll skid out onto the water! This trick is more of a curiosity than anything else and our agents have not found a way to use the water as a shortcut.


BEST 9:59:99
TOTAL 1:09:65
LAP 0:00:00
SPEED
DAMAGE

Find the place on the Monaco track where two barricades meet.


BEST 9:59:99
TOTAL 3:05:40
LAP 0:00:00
SPEED
DAMAGE

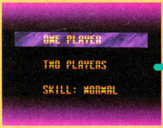
Race into the space between the barricades and head for the water.

SMASH TV

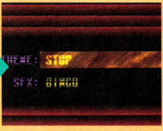
From Agent #909

Sound Test

One of the coolest features of this futuristic game show shooter is the commentary from the host of the show. You can listen to all of his digitized phrases without having to dodge enemies by keying in the Smash TV Sound Test. When the player selections appear, press the L and R Buttons in the following order: L, R, L, L, R. The announcer will shout "Bingo!" and the sound test will appear. Press the direction keys on the Control Pad to select the various effects and press the A, B, X or Y Buttons to make them sound off.


ONE PLAYER
TWO PLAYERS
SKILL: NORMAL

Press L, R, L, L and R again.


THEME: STOP
SFX: BINGO

You'll blast into the Smash TV Sound Test.

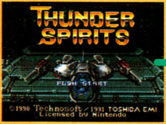
CLASSIFIED INFORMATION

THUNDER SPIRITS

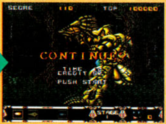
FROM AGENT #810

Extra Credits

You'll easily defeat the fleets of invading alien ships in this space-shooter by using a code to extend your game credits. While the title screen is showing, tap the B Button quickly and repeatedly. If you're very fast, you'll trigger an occasional tone. For every tone that you hear, you'll earn another game credit. When the demo begins, press the Start Button to return to the title screen and continue to tap the B Button. If you happen to have a controller with a turbo feature (like the Ascii Pad), you'll easily be able to earn as many credits as you need.



Tap B as quickly as you possibly can while the title screen is showing.



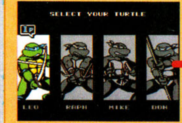
When you start the game, you'll have an incredible number of chances to continue.

TEENAGE MUTANT NINJA TURTLES III THE MANHATTAN PROJECT

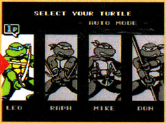
FROM AGENT #566

Auto Mode

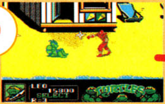
When one Turtle is defeated in this adventure, the next Turtle up is usually the next one in line on the Turtle selection screen. You can change that with a simple maneuver. On the Turtle selection screen, press Down on the Control Pad five times for a one-player game or 10 times for a two-player game. This triggers the T.M.N.T. Auto Mode. The maneuver will cause the next Turtle in line to be randomly selected, rather than follow the order on the selection screen.



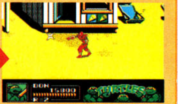
Press Down five times when the Turtle selection screen appears.



Once the Auto Mode has been triggered, choose your Turtle and start the game.



When your Turtle is defeated, the computer will select the next fighter.



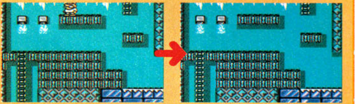
This random selection of Turtles keeps you guessing.

Panic Restaurant

FROM AGENT #302

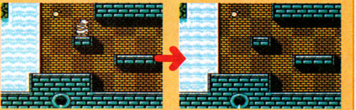
Hidden 1-Ups

Our agents have discovered two places in the advanced courses of this game where 1-Ups are hidden out of view. The first one is midway through the Meat Course. Jump to the ledge pictured below. Then leap straight up, between two ducts, and collect a 1-Up.



By jumping straight up here, you'll earn another chance to keep cooking.

The Dessert Course is also home to a hidden 1-Up. Find the platform pictured below and use it to jump up and out of view. The 1-Up that you receive should help in your attempt to complete this final course.



Look for this platform in the Dessert Course and jump from it to a 1-Up in the air.

CASINO KID 2

FROM AGENT #056

Roulette Predictions

The Casino Kid 2 Roulette dealers often say mysterious phrases just before opening the table for bets. Agent #056 has discovered that several of these phrases relate to where the ball will land on the next spin. Listed below are the phrases with the most predictable results, followed by the bets that you should make when the phrases are uttered. Try to bring your opponent's account down to a minimal amount. Then wait for an opportunity to take a bet with good odds and go for a big payoff.

Rie Lenka -- China

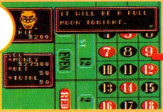
KEY PHRASE	SAFE BET
I may hit 00, or I may not.	00, 1 or 27
How about the Black or the Red?	Black
Try Twelve.	Odd and 2nd 12
Have you tried Twelve?	Odd and Red
Listen to me carefully, Kid.	Even and 3rd 12
What I say is very helpful!	Red and 3rd row
Watch the Wheel, not the layout.	0, 2 or 28
I'll hit in the first twelve.	3rd 12
Try the Even or the Odd.	Even
Think Kid, think!	Black

Paul Kieton -- England

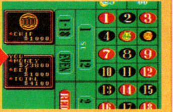
KEY PHRASE	SAFE BET
I don't like black cars.	Black
Well, well, well.	2nd 12, Red and Even
I can read you very well.	3rd row, Red and Even
Teasing? No way!	0, 2, 28
Don't get too excited.	1st 12 and Odd
You get excited and lose it all.	Odd
How old are you?	1-18
It may land on 00. Do you believe me?	00, 1 or 27
I cannot be defeated by you.	3rd 12

Abu Ganzil -- India

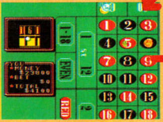
KEY PHRASE	SAFE BET
I am always the winner.	Odd and Red
It will be a full moon tonight.	0, 5 or 6
I never lose!	1st 12
I'll bet it's odd. Do you believe me?	Even
How about trying the Even?	Odd



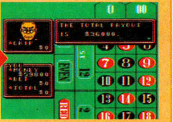
Wait for the dealer to clue you in on a bet with good odds.



Spread your bets across the possible winning numbers.



When the results are in, you'll own the table.



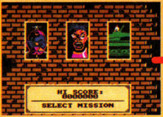
Rake in the winnings and move on to the next opponent.

THE PUNISHER

From Agent #214

Bonus Bazookas

You can power through this crime-fighting thriller with 25 free Bazooka rounds by entering a Controller II code. When the wanted posters appear at the beginning of the game, press the direction keys on the Controller II Control Pad and the A and B Buttons of Controller II in the following order: A, B, B, Up, Up, Left, Down, A. If a tone sounds, the code has been entered correctly. If not, try it again. Then press the Controller I A Button to start blasting.



Press A, B, B, Up, Up, Left, Down and A on Controller II. Then press A on Controller I.

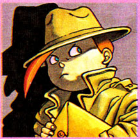
When the action begins, you'll have 25 Bazooka rounds with 25 shots each.

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

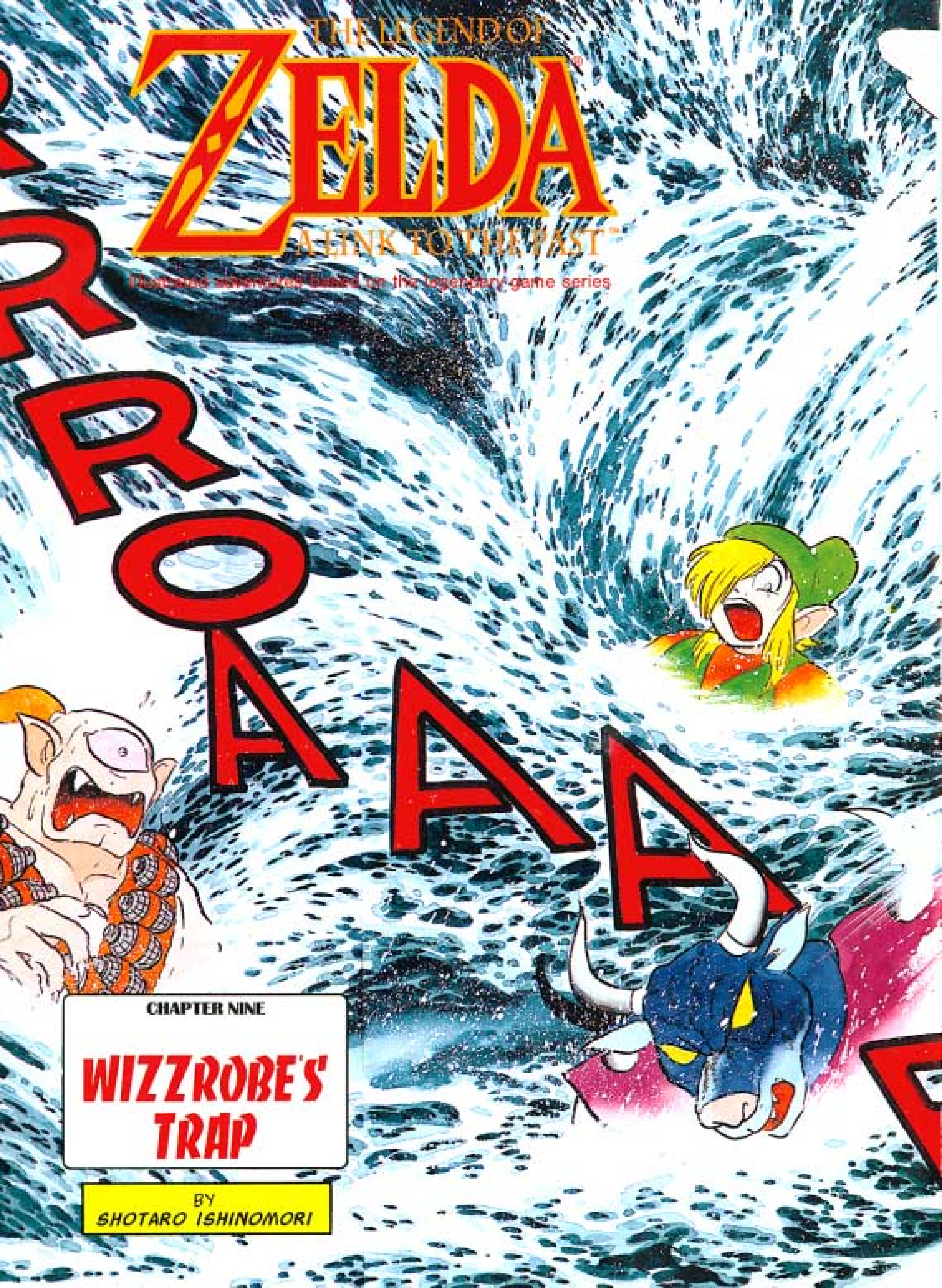
Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



THE LEGEND OF ZELDA®
A LINK TO THE PAST™

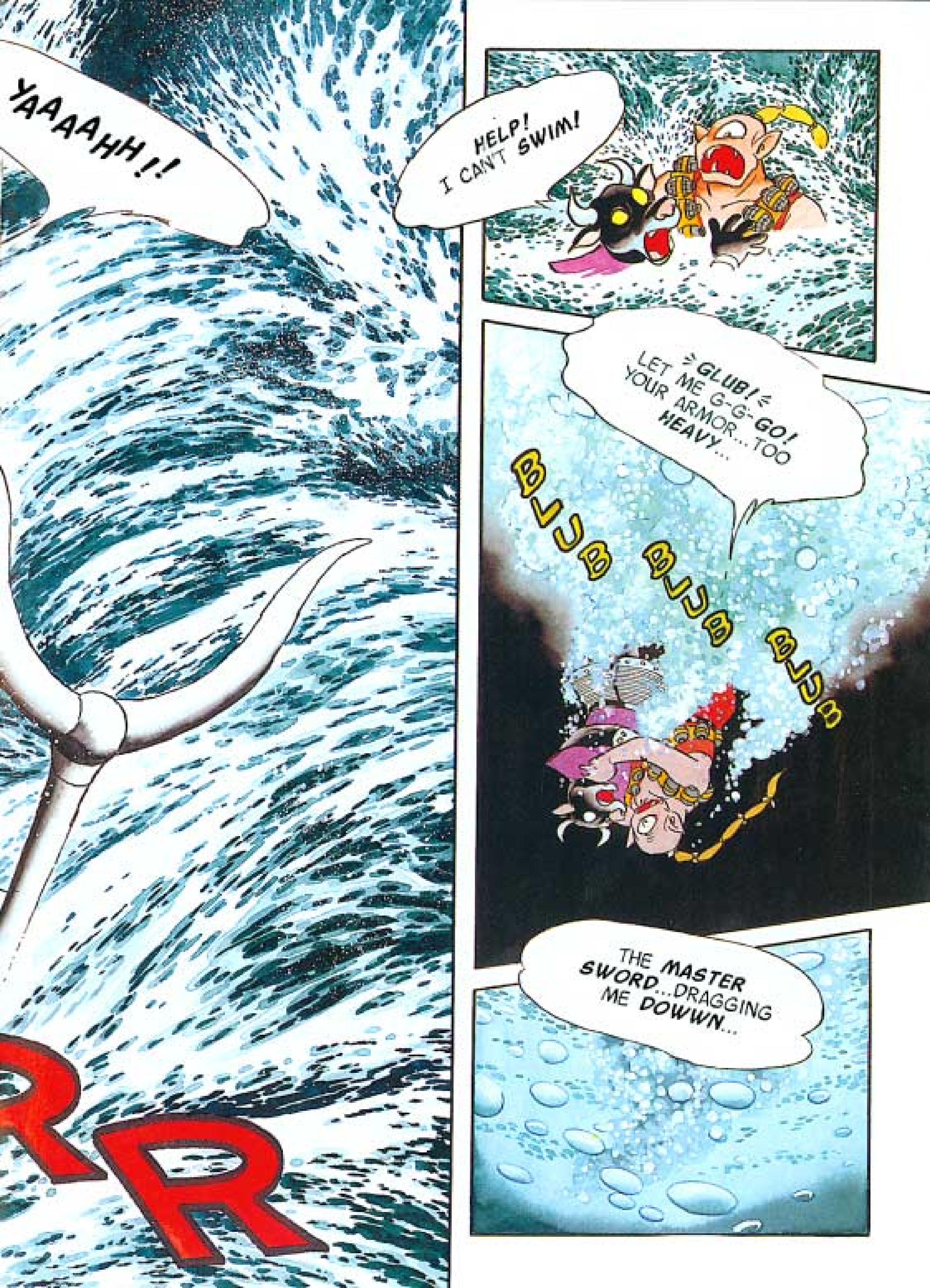
Illustrated adventures based on the legendary game series

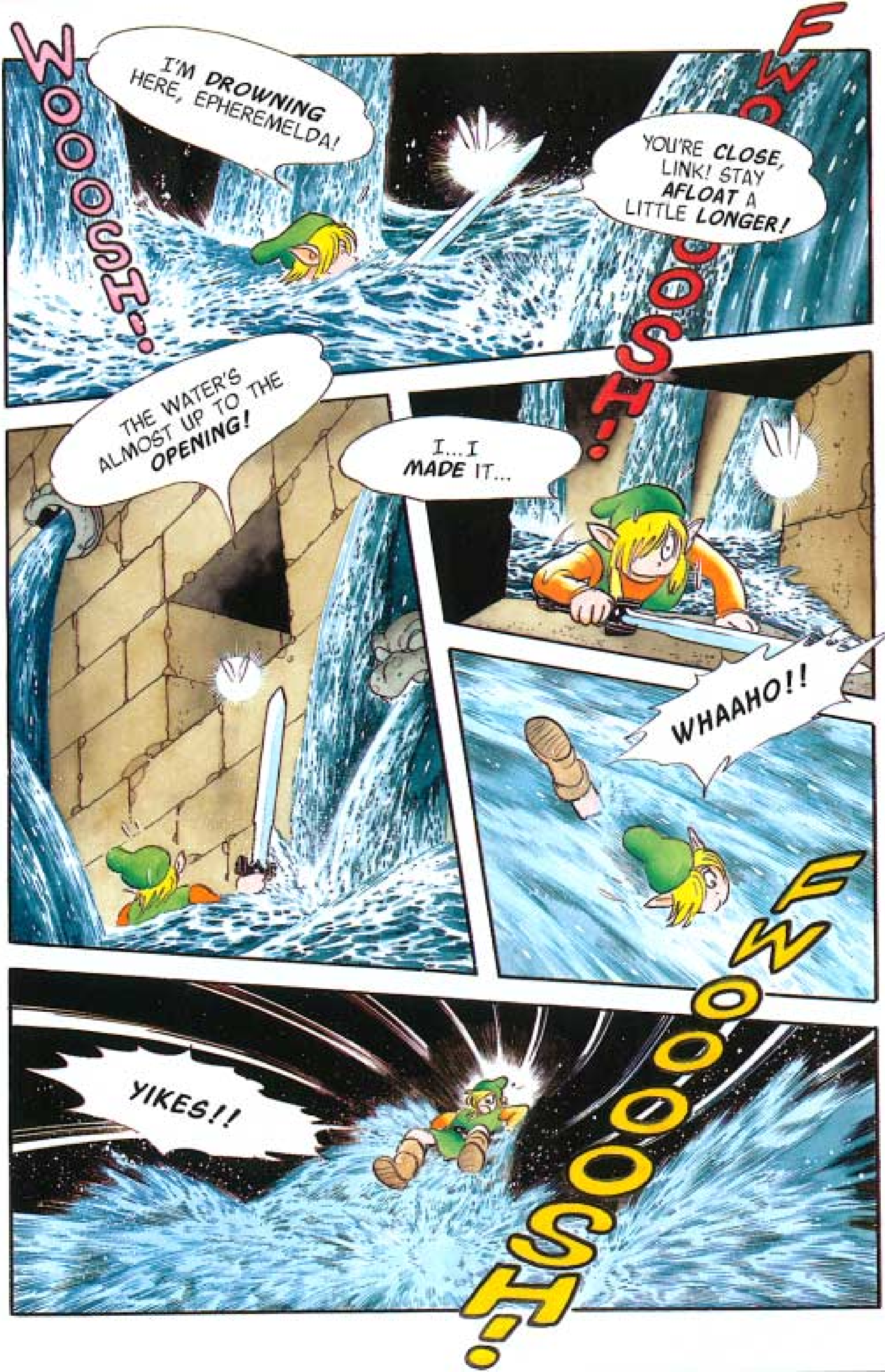


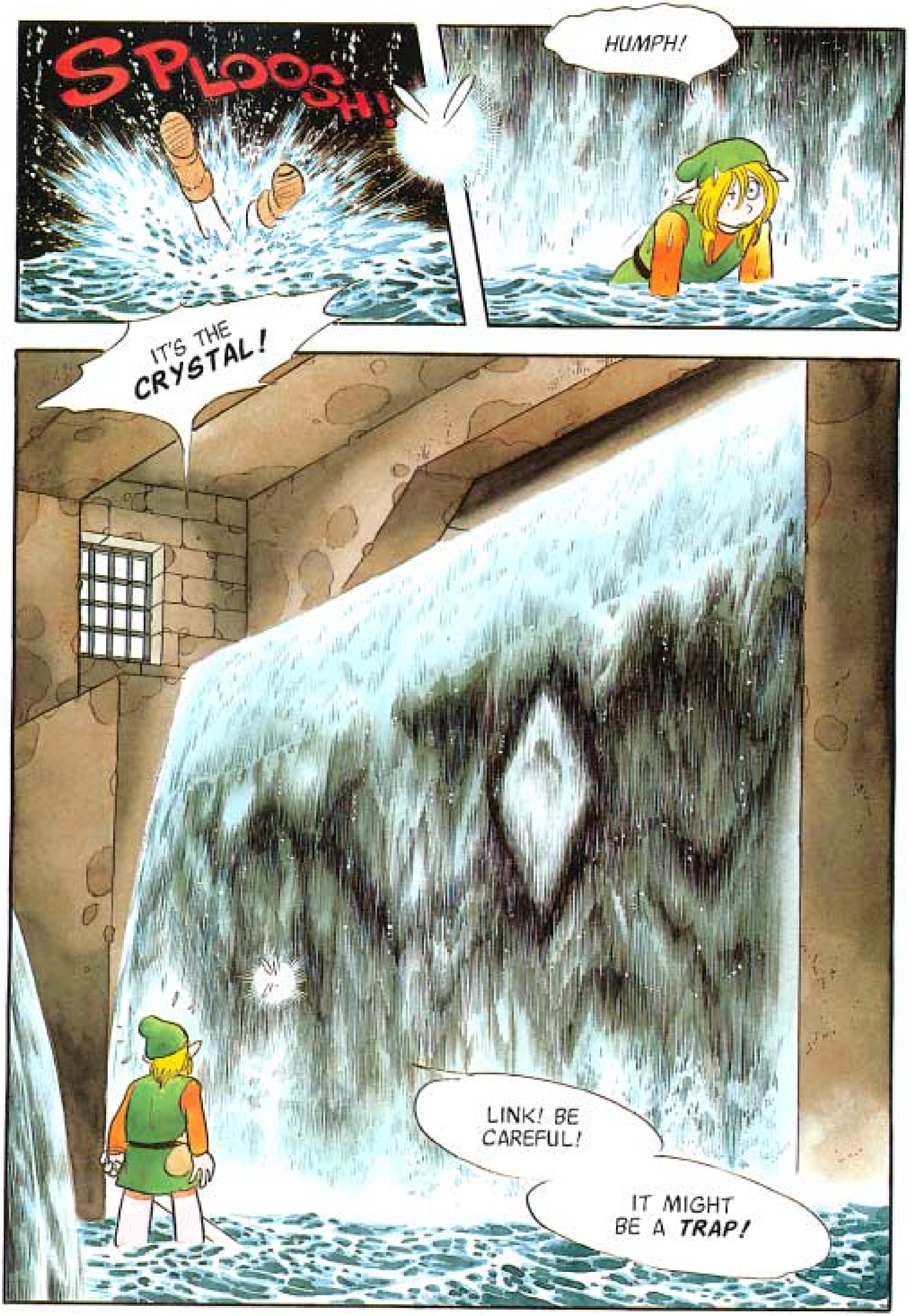
CHAPTER NINE

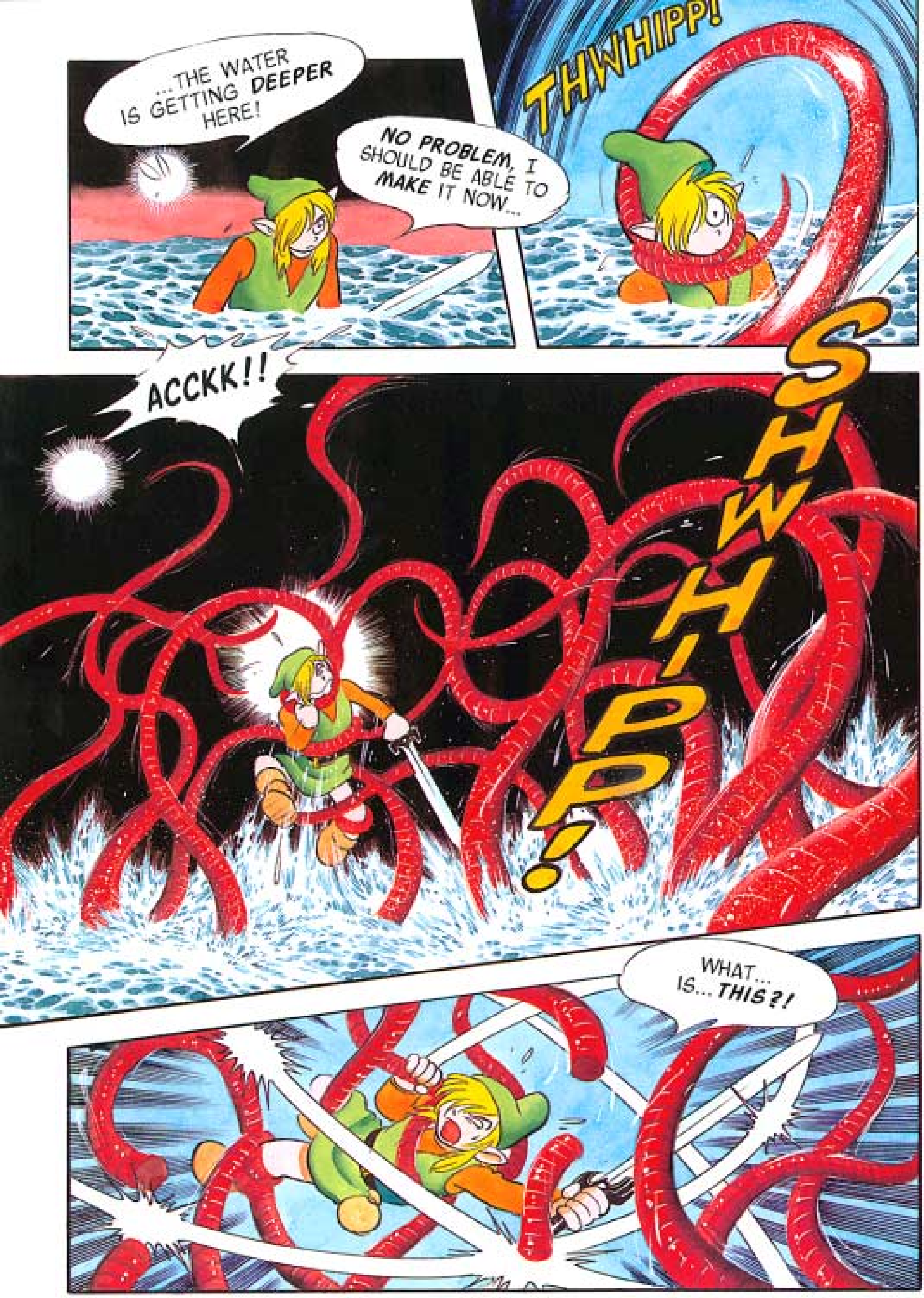
WIZZROBE'S TRAP

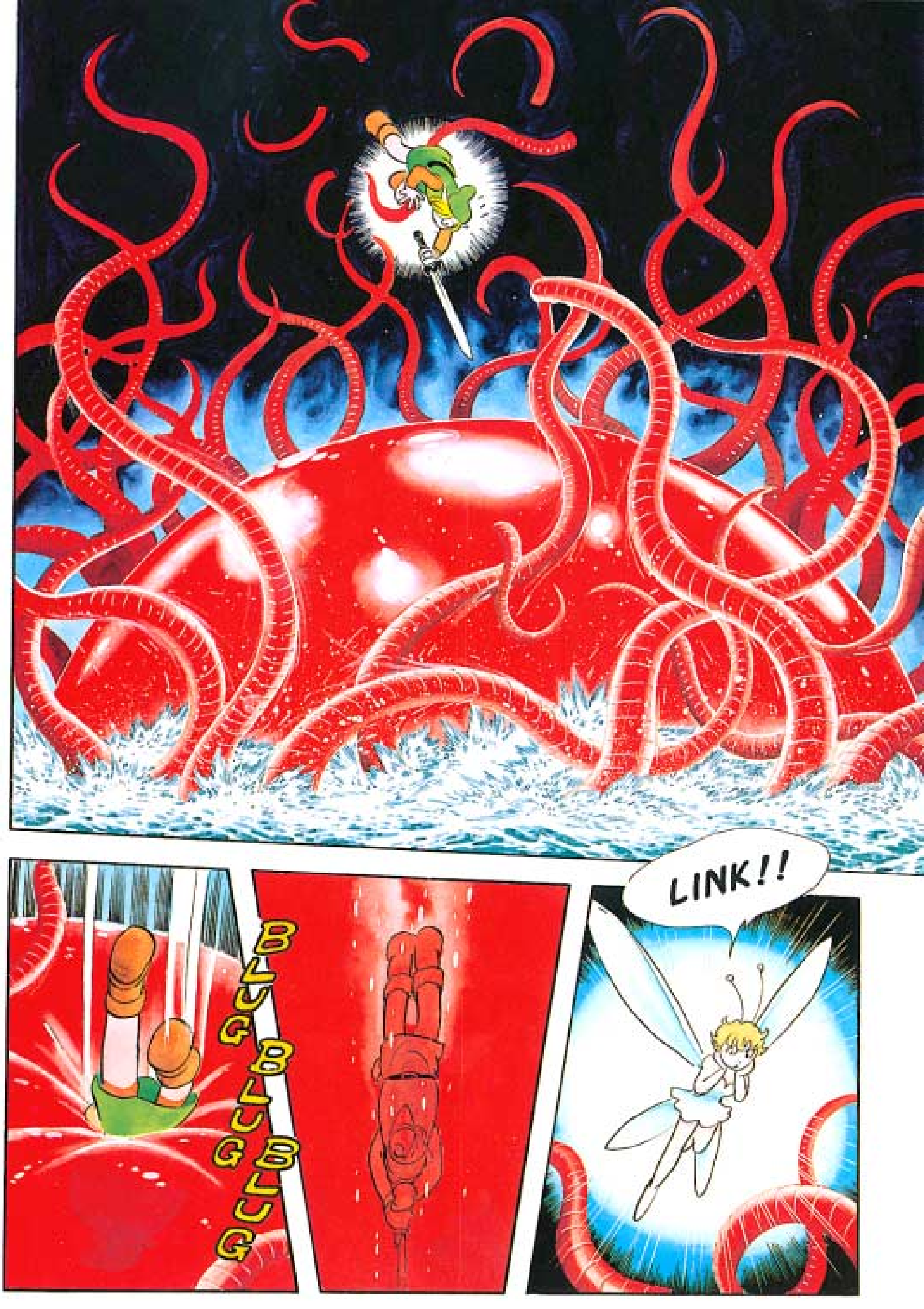
BY
SHOTARO ISHINOMORI

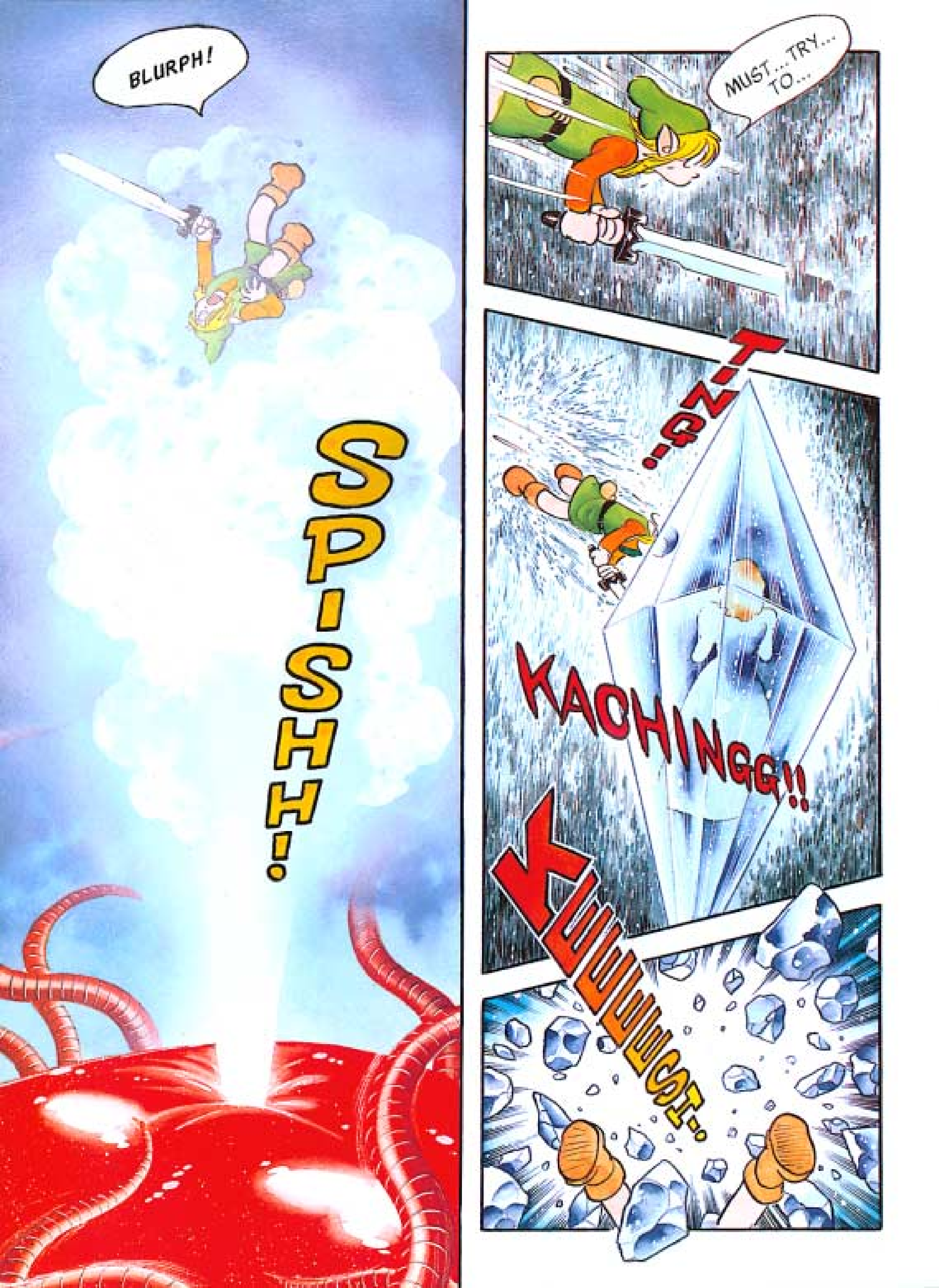

YAAAAHH!!
HELP! I CAN'T SWIM!
GLUB! LET ME G-G-GO! YOUR ARMOR...TOO HEAVY...
BLUB BLUB BLUB
THE MASTER SWORD...DRAGGING ME DOWWN...
RR

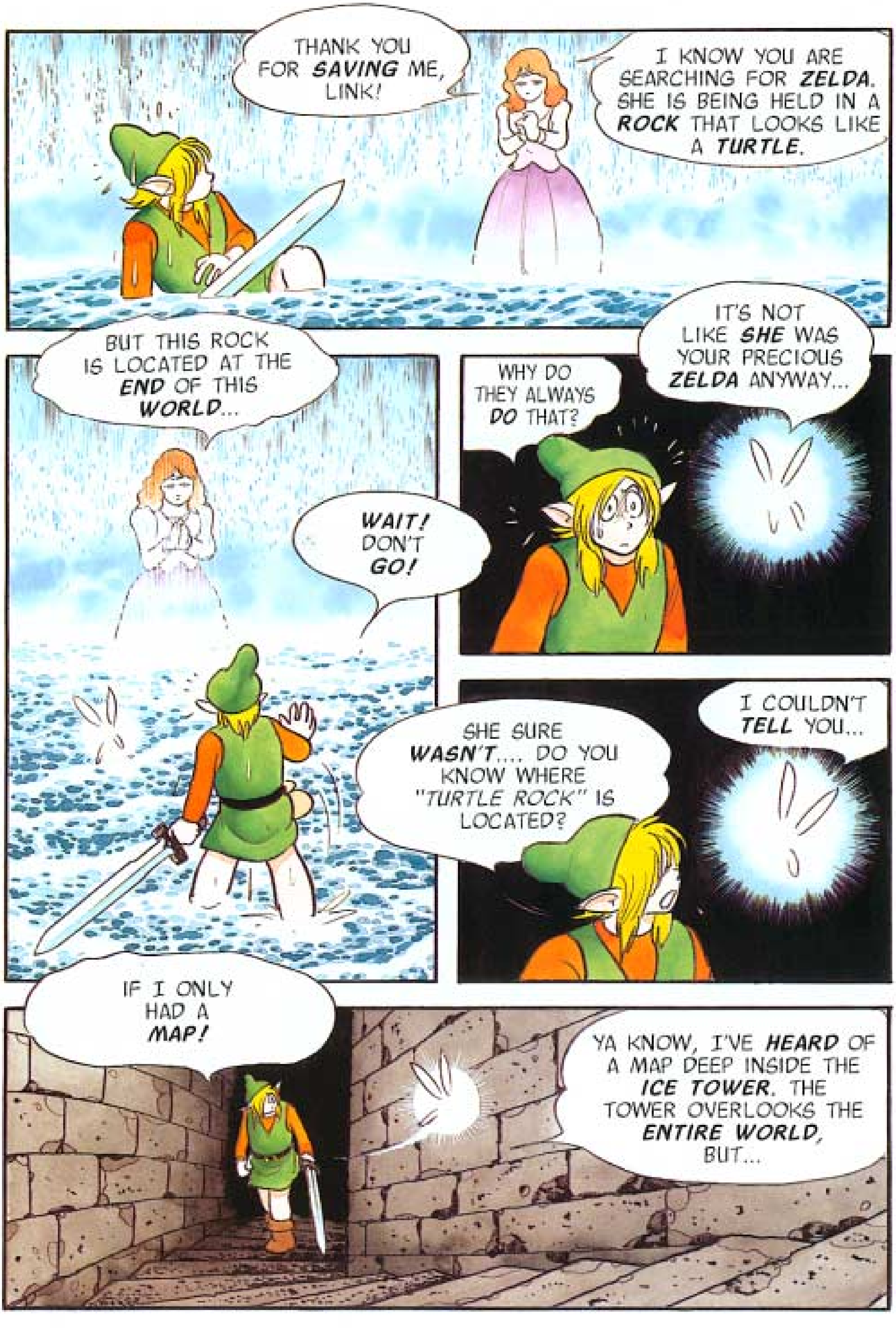

WOOOOSH!!
I'M DROWNING HERE, EPHEREMELDA!
FWOOOOSH!
YOU'RE CLOSE, LINK! STAY AFLOAT A LITTLE LONGER!
THE WATER'S ALMOST UP TO THE OPENING!
I...I MADE IT...
WHAAHO!!
YIKES!!
FWOOOOOSH!

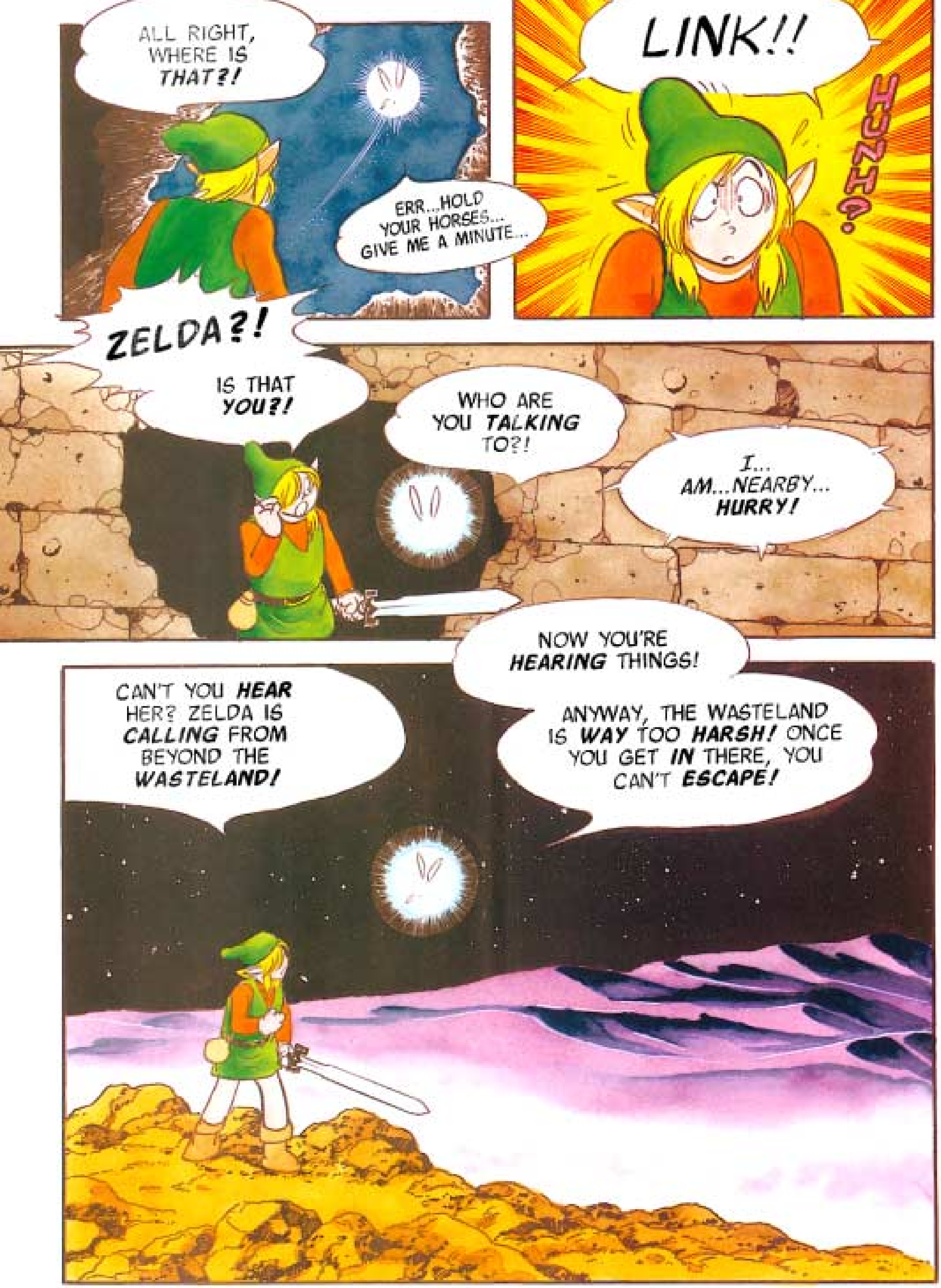

SPLOOSH!
HUMPH!
IT'S THE CRYSTAL!
LINK! BE CAREFUL!
IT MIGHT BE A TRAP!

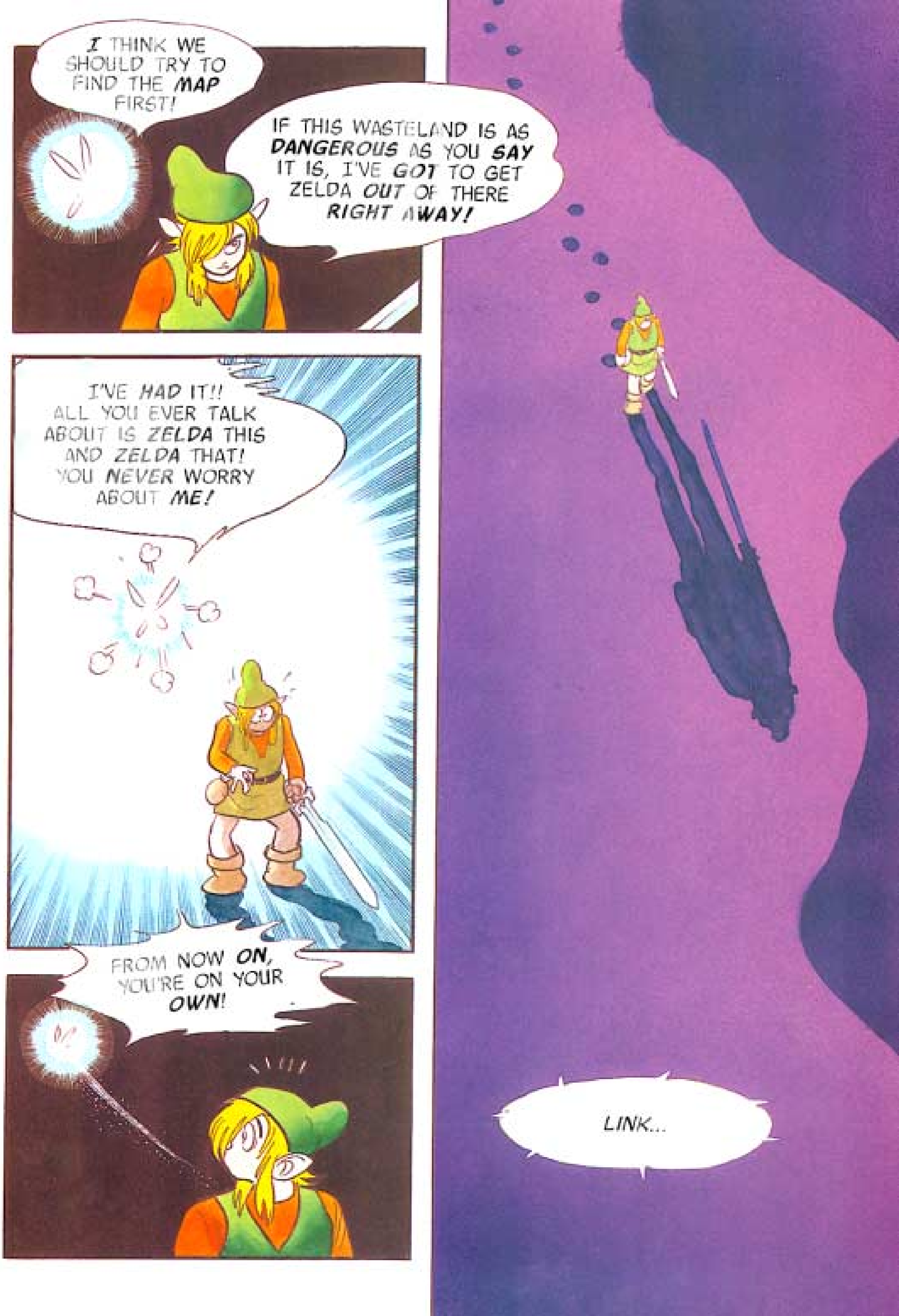

...THE WATER IS GETTING DEEPER HERE!
NO PROBLEM, I SHOULD BE ABLE TO MAKE IT NOW...
THWHIPP!
ACCKK!!
SHWHIPP!
WHAT... IS... THIS?!

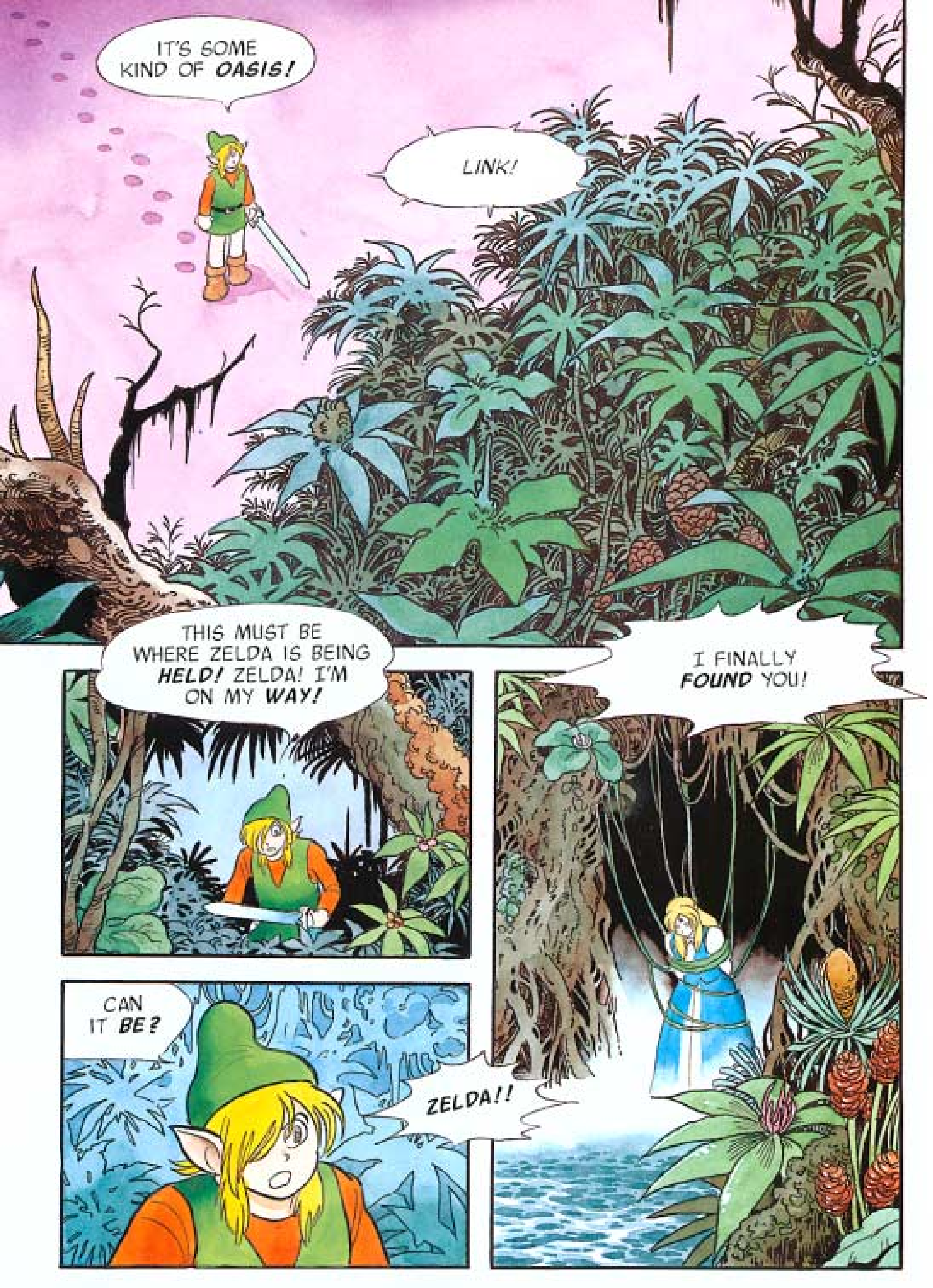

BLUG BLUG BLUG
LINK!!

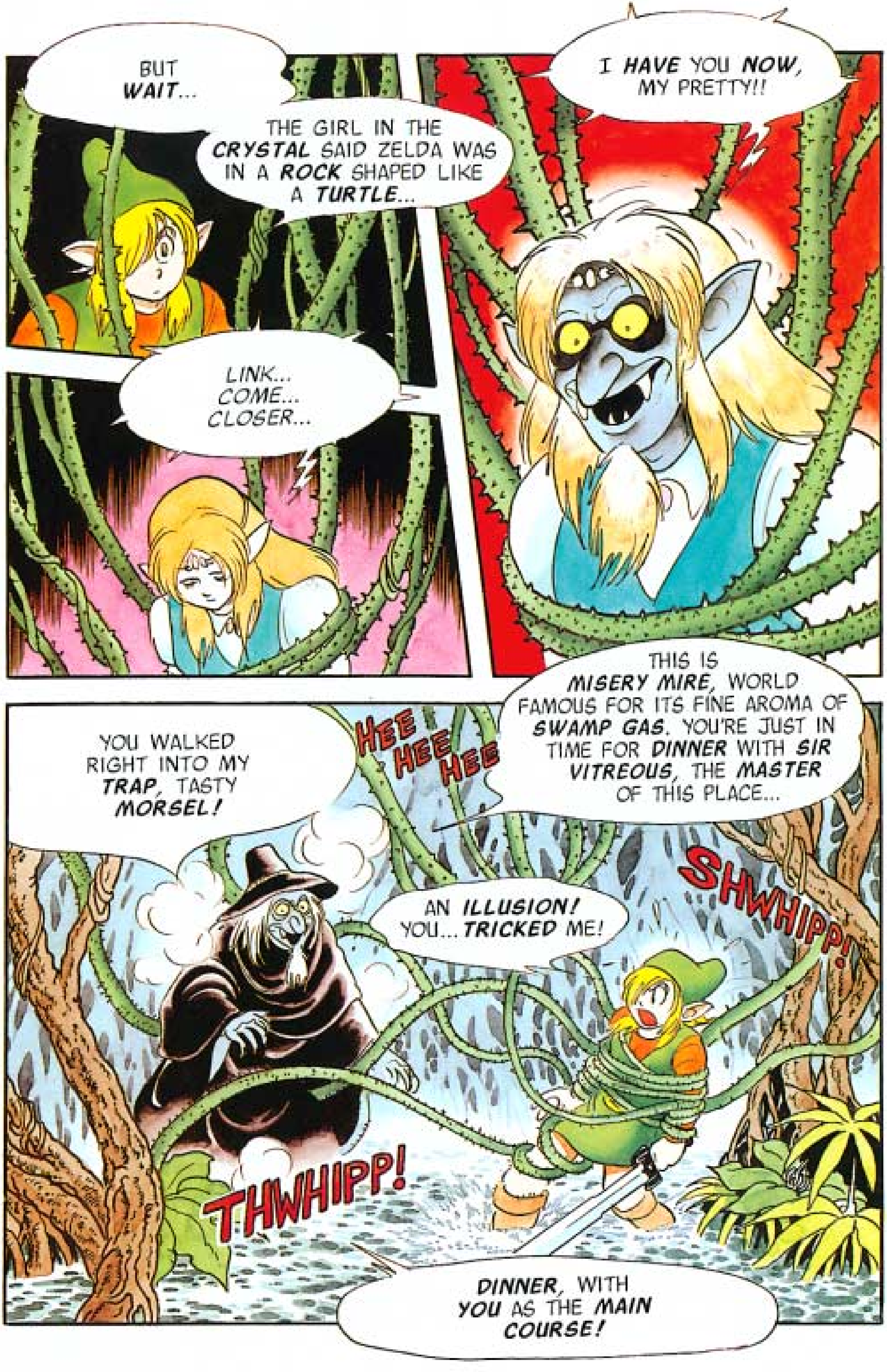

BLURPH!
SPISHH!
MUST...TRY... TO...
TING!!
KACHINGG!!
KEEEEESH!!

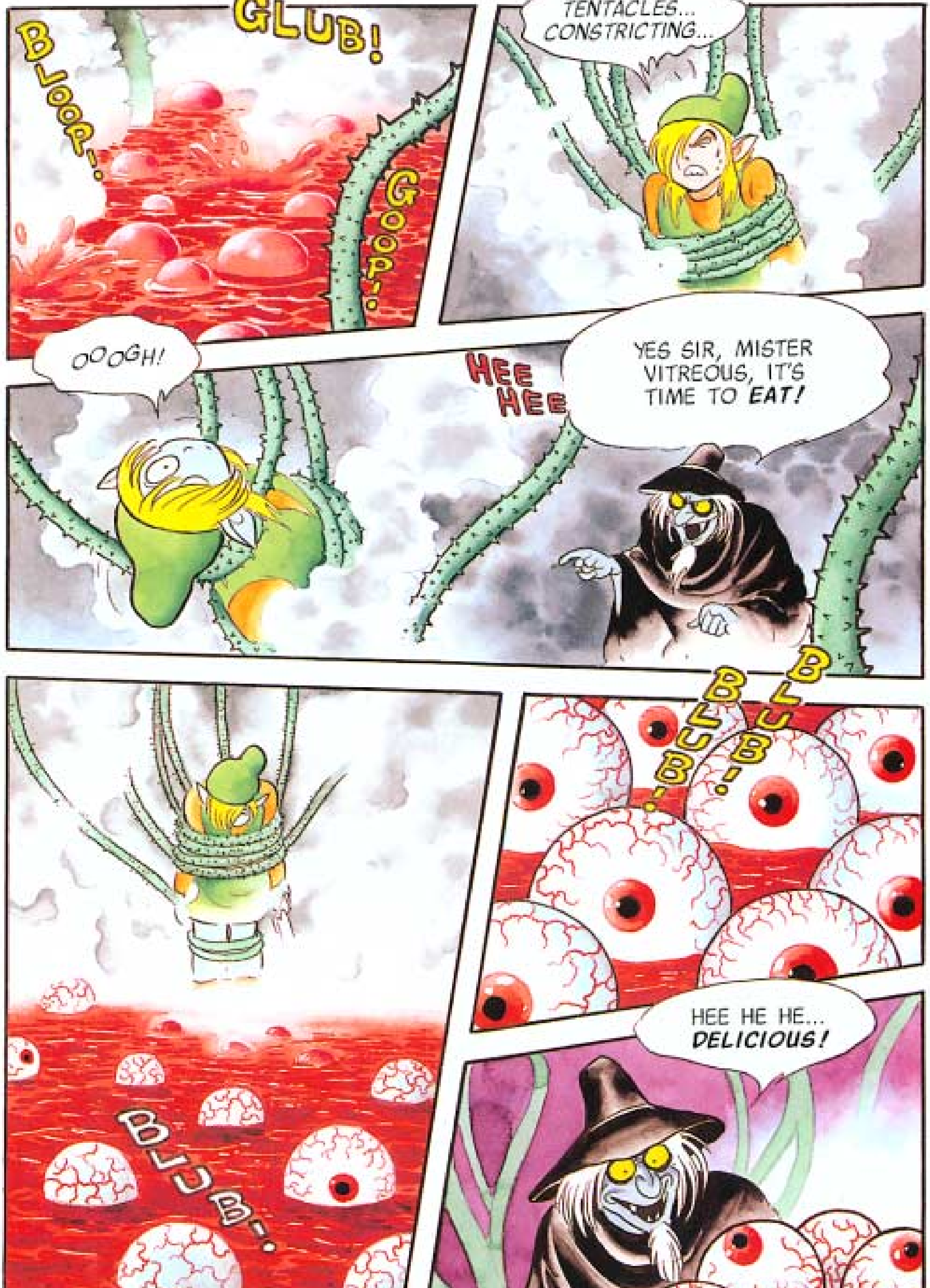

THANK YOU FOR *SAVING* ME, LINK!
I KNOW YOU ARE SEARCHING FOR *ZELDA.* SHE IS BEING HELD IN A *ROCK* THAT LOOKS LIKE A *TURTLE.*
BUT THIS ROCK IS LOCATED AT THE *END* OF THIS *WORLD*...
WAIT! DON'T *GO!*
WHY DO THEY ALWAYS *DO* THAT?
IT'S NOT LIKE *SHE* WAS YOUR PRECIOUS *ZELDA* ANYWAY...
SHE SURE *WASN'T*.... DO YOU KNOW WHERE "*TURTLE ROCK*" IS LOCATED?
I COULDN'T *TELL* YOU...
IF I ONLY HAD A *MAP!*
YA KNOW, I'VE *HEARD* OF A MAP DEEP INSIDE THE *ICE TOWER.* THE TOWER OVERLOOKS THE *ENTIRE WORLD,* BUT...

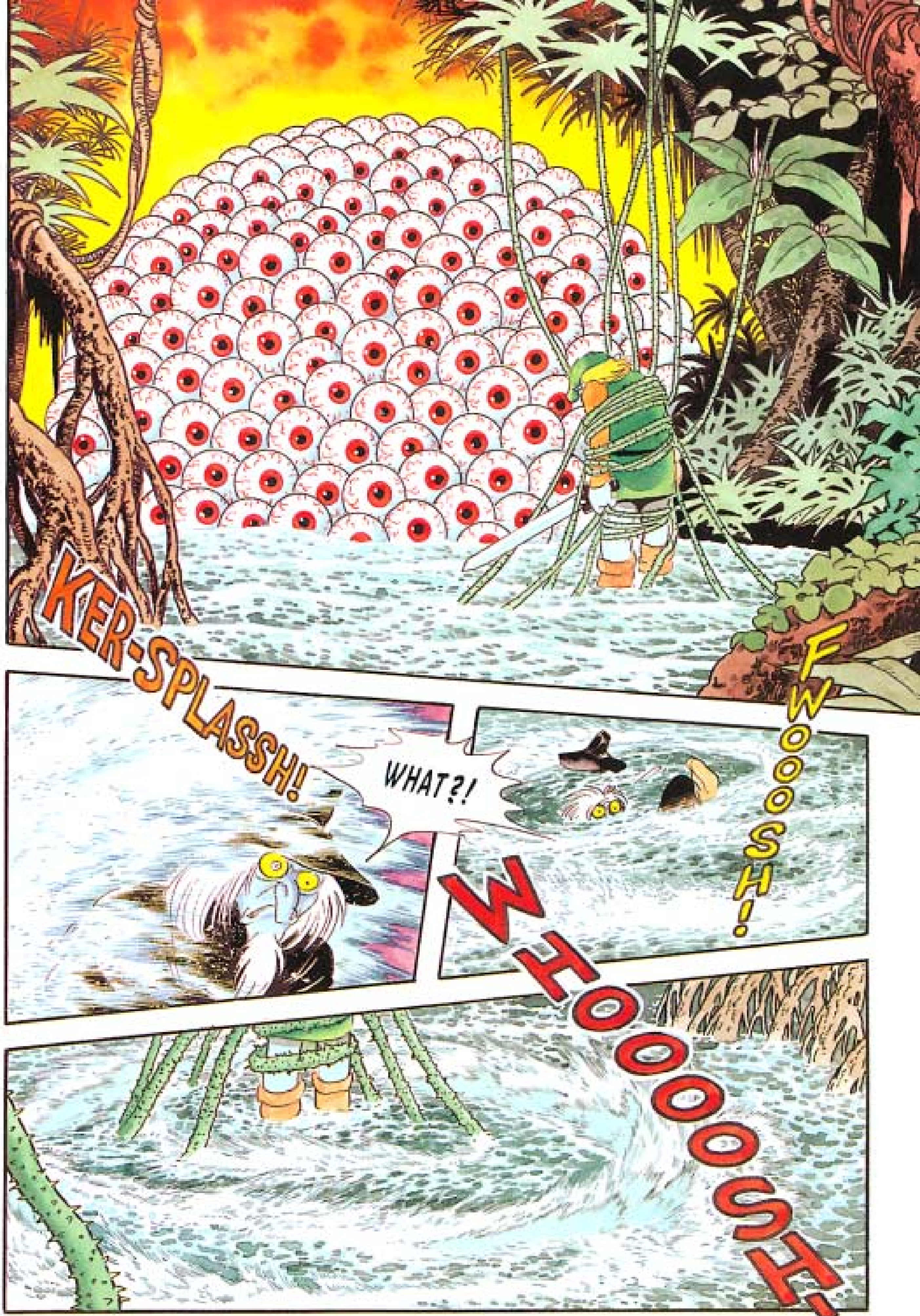

ALL RIGHT, WHERE IS THAT?!
ERR...HOLD YOUR HORSES... GIVE ME A MINUTE...
LINK!!
HUNH?
ZELDA?!
IS THAT YOU?!
WHO ARE YOU TALKING TO?!
I... AM...NEARBY... HURRY!
NOW YOU'RE HEARING THINGS!
CAN'T YOU HEAR HER? ZELDA IS CALLING FROM BEYOND THE WASTELAND!
ANYWAY, THE WASTELAND IS WAY TOO HARSH! ONCE YOU GET IN THERE, YOU CAN'T ESCAPE!

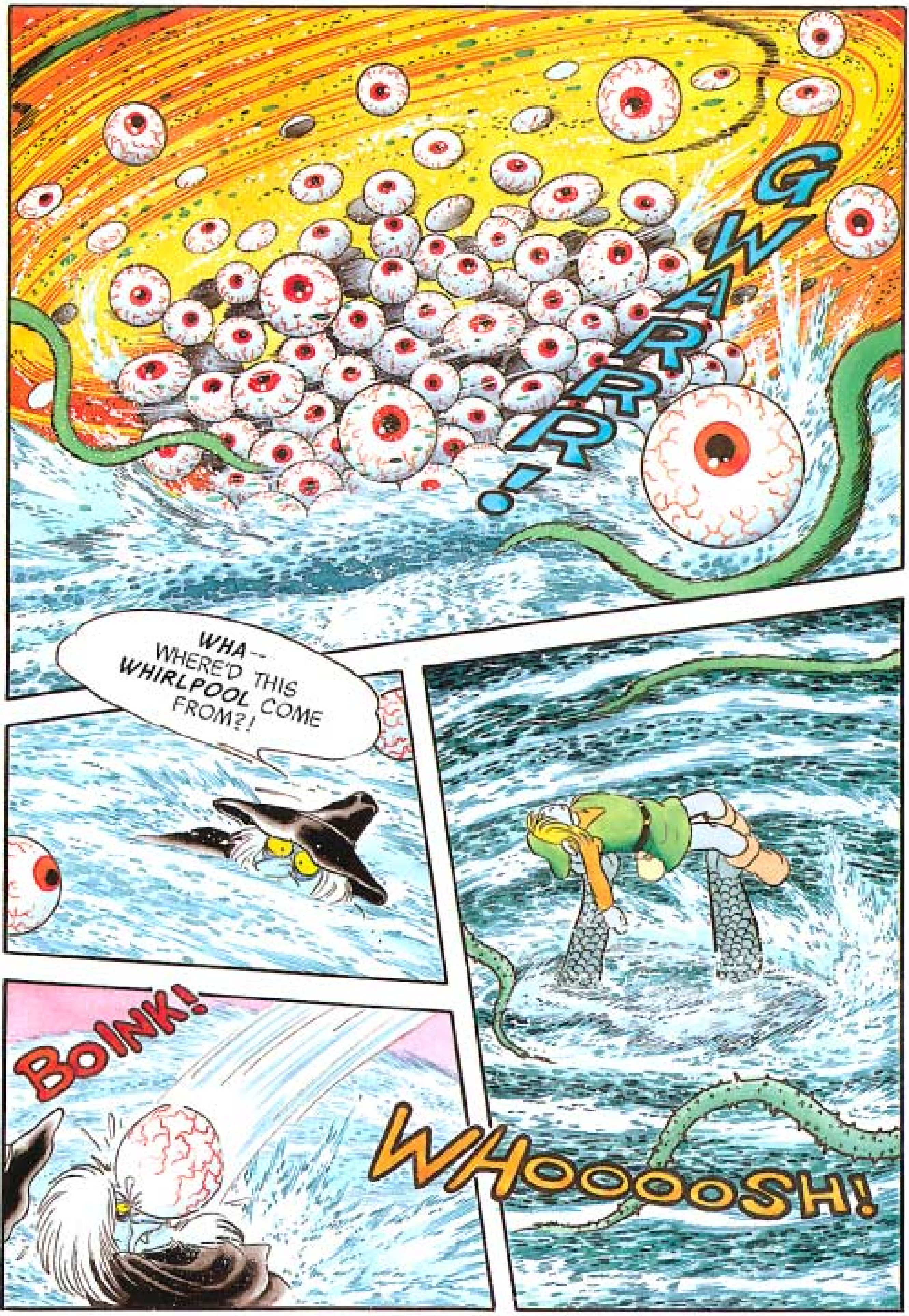

I THINK WE SHOULD TRY TO FIND THE MAP FIRST!
IF THIS WASTELAND IS AS DANGEROUS AS YOU SAY IT IS, I'VE GOT TO GET ZELDA OUT OF THERE RIGHT AWAY!
I'VE HAD IT!! ALL YOU EVER TALK ABOUT IS ZELDA THIS AND ZELDA THAT! YOU NEVER WORRY ABOUT ME!
FROM NOW ON, YOU'RE ON YOUR OWN!
LINK...

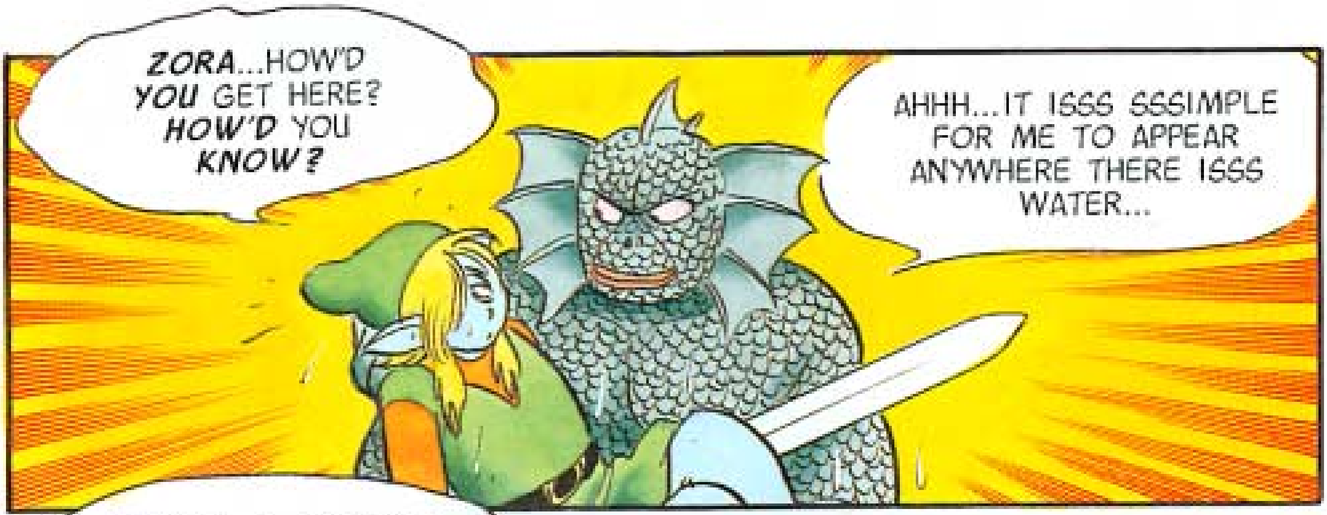

IT'S SOME KIND OF **OASIS!**
LINK!
THIS MUST BE WHERE ZELDA IS BEING **HELD!** ZELDA! I'M ON MY **WAY!**
I FINALLY **FOUND** YOU!
CAN IT **BE?**
ZELDA!!

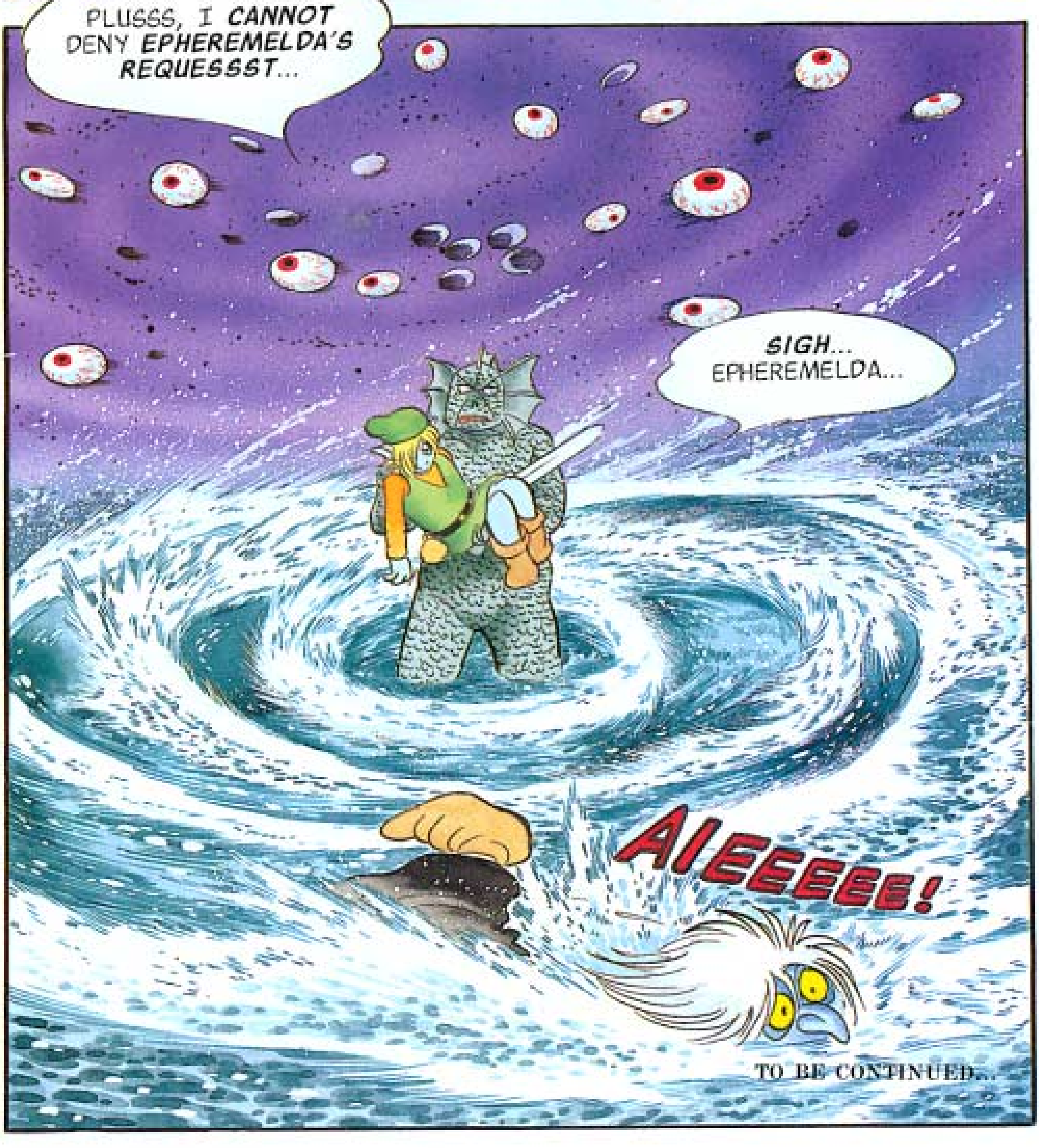

BUT WAIT...
THE GIRL IN THE CRYSTAL SAID ZELDA WAS IN A ROCK SHAPED LIKE A TURTLE...
LINK... COME... CLOSER...
I HAVE YOU NOW, MY PRETTY!!
YOU WALKED RIGHT INTO MY TRAP, TASTY MORSEL!
HEE HEE HEE
THIS IS MISERY MIRE, WORLD FAMOUS FOR ITS FINE AROMA OF SWAMP GAS. YOU'RE JUST IN TIME FOR DINNER WITH SIR VITREOUS, THE MASTER OF THIS PLACE...
SHWHIPP!
AN ILLUSION! YOU...TRICKED ME!
THWHIPP!
DINNER, WITH YOU AS THE MAIN COURSE!

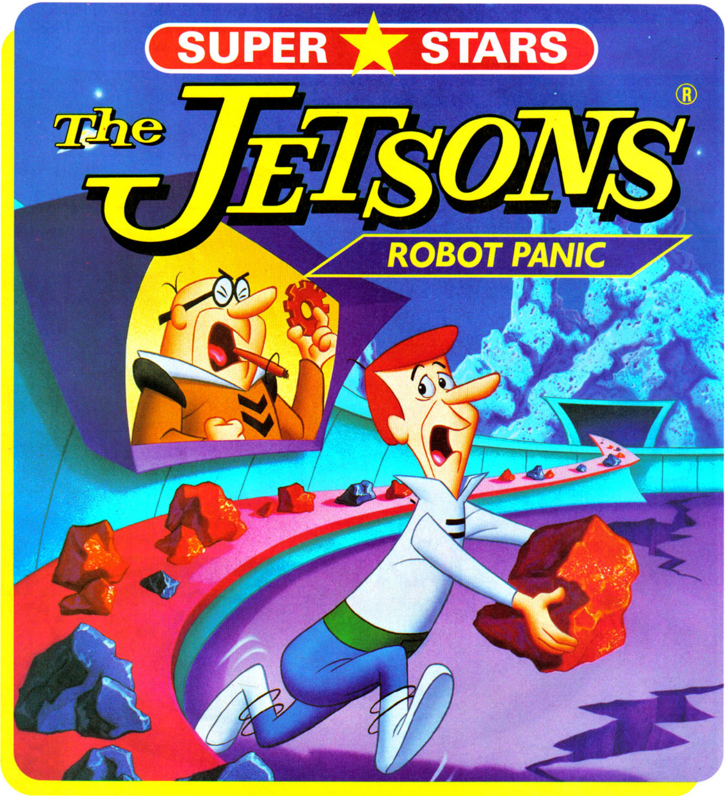

BLOOP!
GLUB!
GOOP!
TENTACLES... CONSTRICTING...
OOOGH!
HEE HEE
YES SIR, MISTER VITREOUS, IT'S TIME TO EAT!
BLUB!
BLUB!
BLUB!
HEE HE HE... DELICIOUS!


KER-SPLASSH!
FWOOOSH!
WHAT?!
WHOOOOSH!


GWARRR!
WHA-- WHERE'D THIS WHIRLPOOL COME FROM?!
BOINK!
WHOOOOSH!


ZORA...HOW'D YOU GET HERE? HOW'D YOU KNOW?
AHHH...IT ISSS SSSIMPLE FOR ME TO APPEAR ANYWHERE THERE ISSS WATER...


PLUSSS, I CANNOT DENY EPHEREMELDA'S REQUESSST...
SIGH... EPHEREMELDA...
AIEEEEE!
TO BE CONTINUED...



Jane! Stop This Crazy Thing!

Join the world's wackiest space age family for six stages of mechanized madness in The Jetsons: Robot Panic from Taito. George is the star of the game, but the whole family gets in on the act. Elroy escapes from a Space Ball Dome where robots have run amuck, Judy winds her way through a futuristic Concert Hall and Jane jets through a robot-ransacked Shopping Mall. After the first three stages, which can be completed in any order, George takes over and tries to get to the cause of the chaos. It's a wild chase that has the look and feel of the Jetsons' classic cartoon series.

© 1992 H-B Prod., Inc. © Taito 1992

MEET GEORGE JETSON...

George Jetson is a robot whiz with a flair for getting himself in and out of a jam. That's why Mr. Spacely of Spacely Sprockets has called on George to find out why all of the robots of the city have gone berserk. It'll take a lot of know-how and courage, but George is up to the task. First he'll have to round up his family and take them to a robot-free hideout. Then, he must search for the source of the trouble and pull the plug before things really get out of hand.

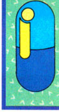
ARE NOW IN TOWN MAKING A TERRIBLE MESS.

HELP GEORGE!!

WE MUST PROTECT THE PEOPLE.

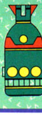
SPACE AGE TOOLS

Energy Capsule



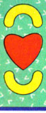
When you come across an Energy Capsule, you'll be able to restore one unit of energy on your life meter.

Energy Tank



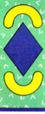
This gadget restores your entire life meter when you tap into its power.

Heart



By uncovering a Heart, you'll be able to extend your life meter by one unit.

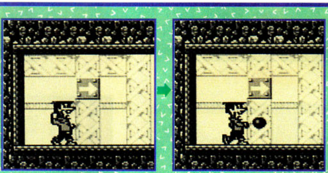
Special Item



These aptly named items are special because 10 of them will score you a 1-Up.

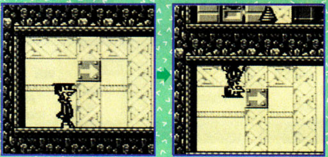
Space Ball

This bouncing buster can be used to blast the bolts off mechanical monstrosities. When you toss the Space Ball, it shoots out for a short distance, then returns. It's a helpful item when the robots have you surrounded. Keep tossing and you'll reduce them to a heap of scrap metal.



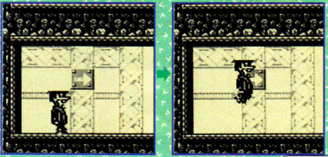
Magnet Boots

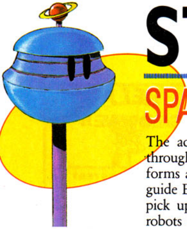
Not only do the sturdy Magnet Boots turn everything upside-down by clinging to the ceiling, but they also prove to be a lifesaver on sharp surfaces. By wearing these thick, metal foot-protectors, you can walk on spikes without losing energy.



Jetpack

By activating the Jetpack, you can fly over hazards on the ground and reach high platforms in a single bound. Make sure that you have enough fuel, or you'll drop. You might also encounter hazards in the air. Watch where you're going and try not to fly out of control.





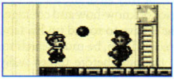
STAGE 1

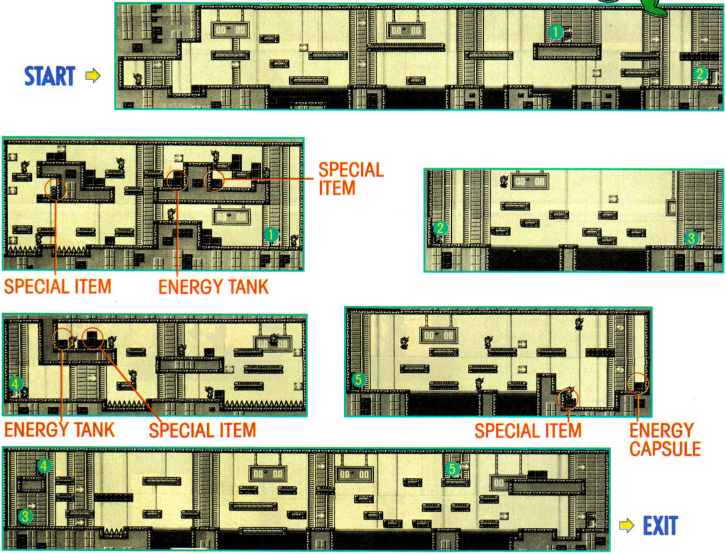
SPACE BALL DOME

The action in the Space Ball Dome scrolls through a field of conveyor belts, falling platforms and ball-tossing robots. It's your job to guide Elroy through this strange stadium and pick up helpful items along the way. When robots close in, sock 'em with the Space Ball.

HIS BOY, ELROY...

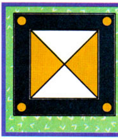
Elroy Jetson is a top-notch Space Ball tosser. When the robots get within range, he can knock their screws loose and send them packing.



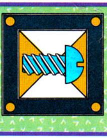


START
①
②
SPECIAL ITEM
SPECIAL ITEM
ENERGY TANK
①
②
③
④
ENERGY TANK
SPECIAL ITEM
⑤
SPECIAL ITEM
ENERGY CAPSULE
④
③
⑤
EXIT

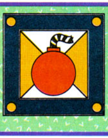
BEAT 'EM WITH BOXES



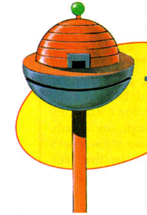
Normal
You can knock out robots by hitting them with Boxes. Normal ones break on contact.



Sliders
Boxes with screws on their sides slide back and forth three times before they bust.



Bombers
When Boxes with bombs on their sides hit an object, they explode.

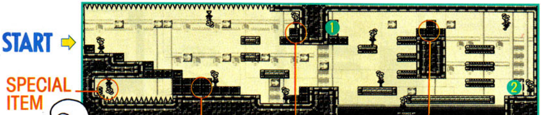


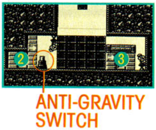
STAGE 2
CONCERT HALL

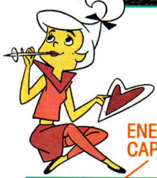
Short-circuited robots have set off the Concert Hall security system. Judy is counting on you to guide her to the exit without getting caught. You'll have to show some fancy footwork to side-step the spikes and pits of this automated auditorium.

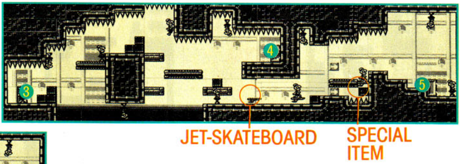
DAUGHTER JUDY...

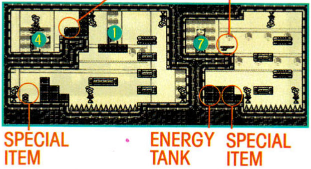
Judy Jetson is a fashion trendsetter. Her Magnet Boots are not only the hippest footwear around, but they're also great for walking on ground-bound hazards or sticking to the ceiling.

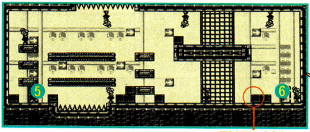

START
SPECIAL ITEM
1
2
SPECIAL ITEM
HEART
SPECIAL ITEM

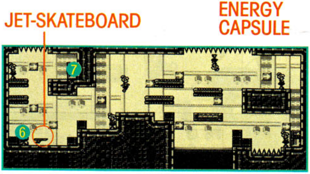

2
3
ANTI-GRAVITY SWITCH



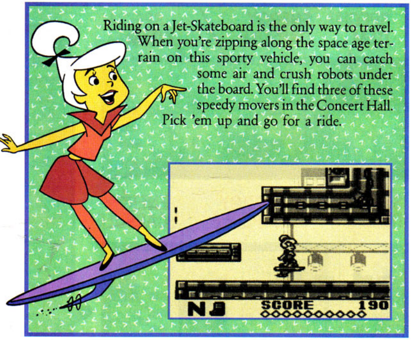

3
4
5
JET-SKATEBOARD
SPECIAL ITEM


JET-SKATEBOARD
ENERGY CAPSULE
4
1
7
SPECIAL ITEM
ENERGY TANK
SPECIAL ITEM


5
6
ENERGY CAPSULE


JET-SKATEBOARD
7
6
EXIT

JET-SKATEBOARD


N3
SCORE 190

Riding on a Jet-Skateboard is the only way to travel. When you're zipping along the space age terrain on this sporty vehicle, you can catch some air and crush robots under the board. You'll find three of these speedy movers in the Concert Hall. Pick 'em up and go for a ride.

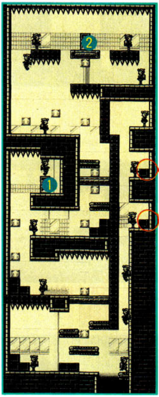
STAGE 3

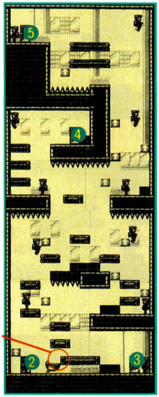
SHOPPING MALL

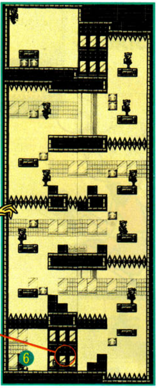
What was once a great place to pick up futuristic family goods has now become a robot-ridden danger zone. Jane's got to get out before mechanical monsters cause the building to collapse. Without her personal Jetpack, she'd be stuck in the bargain basement.

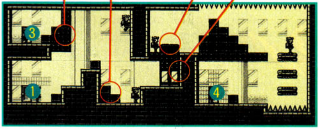
. . . JANE, HIS WIFE

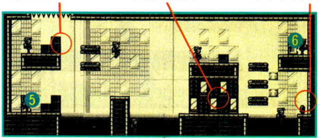
By activating Jane's Jetpack, you can send her into the clouds. If you don't watch the fuel level, though, she'll crash. You should also know what's up and make sure that Jane steers clear of the Mall's spiked ceiling.


START
SPECIAL ITEM
SPECIAL ITEM
1
2


MINI-SPACE CAR
2
3
4
5

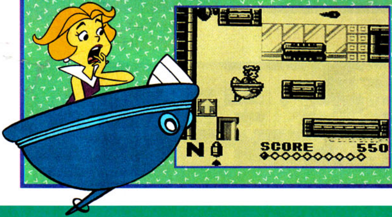

EXIT
MINI-SPACE CAR
6


SPECIAL ITEM
ENERGY CAPSULE
HEART
SPECIAL ITEM
3
1
4


SPECIAL ITEM
ENERGY CAPSULE
ENERGY CAPSULE
5
6

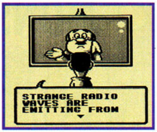
MINI-SPACE CAR

With the swift Mini-Space Car, you can fly into the air for short distances and crush mechanoids with the weight of the vehicle. The car is similar to Judy's Jet-Skateboard, only a little more sturdy. You'll find a pair of these awesome autos in the Shopping Mall. Hop in and wreck some robots.



George Jetson To The Rescue

The madman behind the robotic ruckus that has taken the city by storm is the conniving Cogswell of Cogswell's Cosmic Cogs. He's been sending radio waves from his factory to the robots of the city, causing them to go out of control. George has got to jet through the three stages of Cogswell's factory and figure out how to turn off the sinister signal transmitter. Cogswell has set a series of dangerous traps, so the journey is going to be a tough one. George needs all of the help that he can get.



STRANGE RADIO WAVES ARE EMITTING FROM

WE'RE READY TO GO.

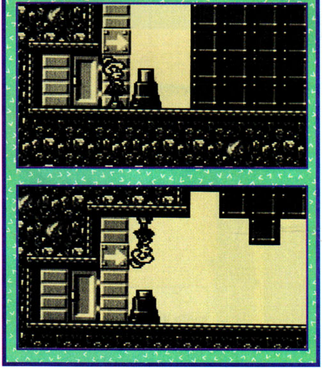
STAGE 4•5•6

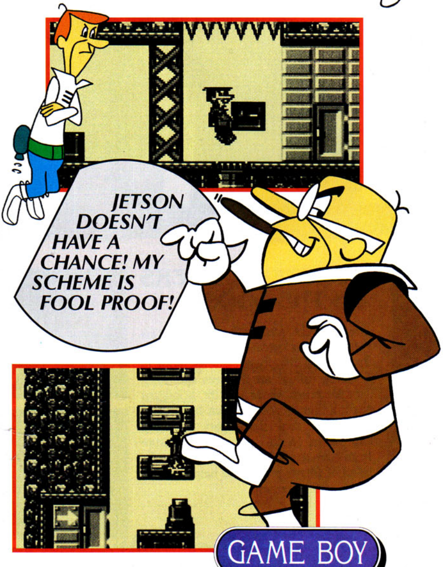
COGSWELL'S FACTORY

The corporate pirate, Cogswell, has always been wary of spies from other companies infiltrating his headquarters and stealing company secrets. For that reason, his factory is packed with gadgets and gizmos that could get George in hot water. Be careful!

ANTI-GRAVITY SWITCH

Anti-Gravity Switches turn everything upside-down. If the Boxes are going to block your way when the room shifts, move them before you hit the Switch.




JETSON DOESN'T HAVE A CHANCE! MY SCHEME IS FOOL PROOF!

GAME BOY

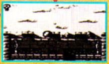
DR. FRANKEN™

BIG CASTLE! SMALL MONSTER!

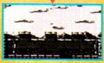
URRRR!! MUST FIND BODY PARTS! MUST PUT BITSY BACK TOGETHER!

FLOOR 1

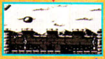
CLOSET KEY



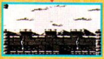
FOOT



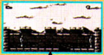
CROWBAR



HELMET



FOOT

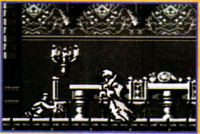


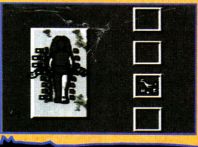
AVALANCHE!

Floor 1 is the castle roof, where boulders fall from the sky. Run from the rocks and collect the items hidden on these tower tops.

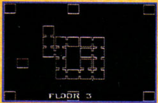
MONSTER-NAPPERS ON THE LOOSE

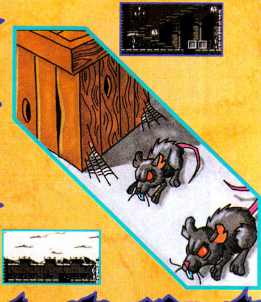
Ever since Dr. Von Frankenbone went six feet under, his kind-hearted experiments, Franky and Bitsy, have been left alone in a Castle full of mischievous monsters. Not long ago, those horrific hooligans shrunk Franky down to half his normal height and took Bitsy apart, scattering the pieces. In this ghoulish adventure from Kemco you've got to guide Franky to all of Bitsy's pieces and help him put them back together.





FLOOR 3





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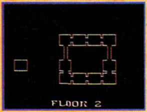
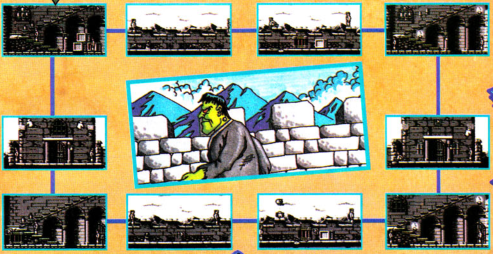
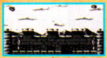
FLOOR 2

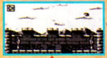


ROLL OUT THE BARRELS

Barrels bounce down the stairs leading to Floor 1. You can keep them from knocking you out with a few quick blasts.





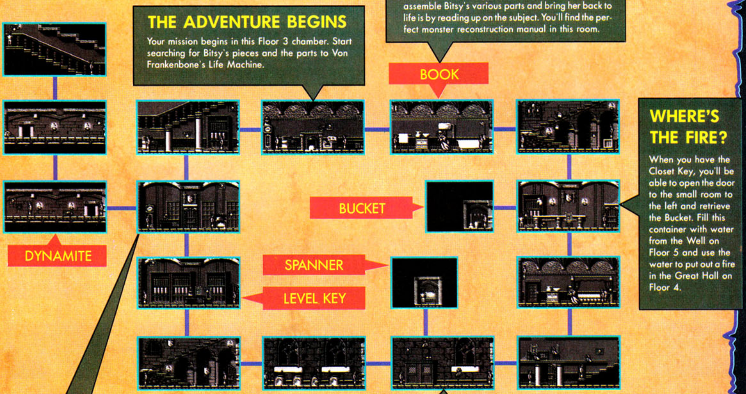


NAB THE NOTEBOOK

The only way that you'll have the knowledge to assemble Bitsy's various parts and bring her back to life is by reading up on the subject. You'll find the perfect monster reconstruction manual in this room.

THE ADVENTURE BEGINS

Your mission begins in this Floor 3 chamber. Start searching for Bitsy's pieces and the parts to Von Frankenbone's Life Machine.

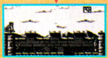


WHERE'S THE FIRE?

When you have the Closet Key, you'll be able to open the door to the small room to the left and retrieve the Bucket. Fill this container with water from the Well on Floor 5 and use the water to put out a fire in the Great Hall on Floor 4.

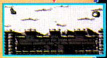
A SECRET TUNNEL

The Clock in this chamber is missing a Pendulum. You'll find the Pendulum on Floor 5. When you return it to this room, the Clock will move to reveal a secret tunnel. Walk through the tunnel and collect the Dynamite.



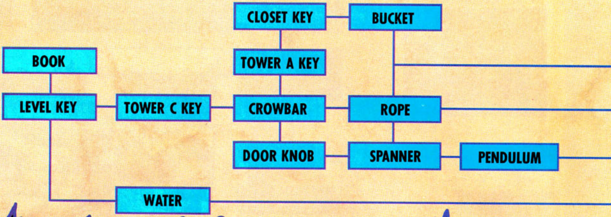
CLOSED CUPBOARD

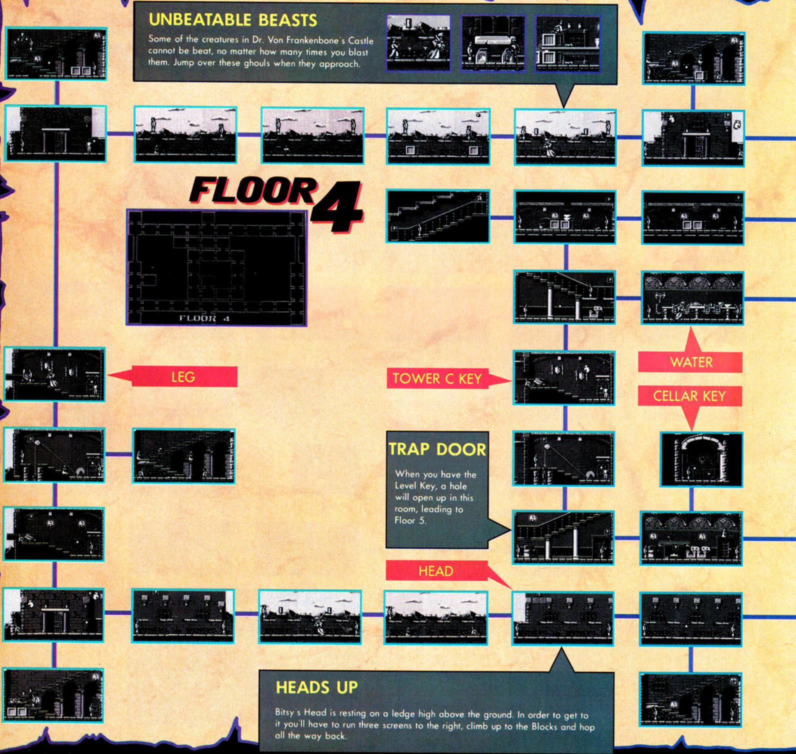
The Spanner is locked away in a hallway cupboard. Look for the cupboard's Knob in the Baron's Crypt on Floor 5. Then return to the hall and get the Spanner.



COLLECTION CONNECTION

This flowchart details the order in which you should collect the items that are hidden in Dr. Frankenbone's Castle. Lines are drawn to show that some of the tools must be used to find the items that follow them on the chart. While you're searching for these valuable objects, you'll also come across plenty of Bitsy's body parts. Collect 'em all!


CLOSET KEY
BUCKET
BOOK
TOWER A KEY
LEVEL KEY
TOWER C KEY
CROWBAR
ROPE
DOOR KNOB
SPANNER
PENDULUM
WATER


FLOOR 4
FLOOR 4
LEG
TOWER C KEY
WATER
CELLAR KEY
HEAD

UNBEATABLE BEASTS

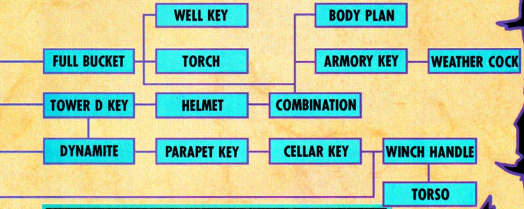
Some of the creatures in Dr. Von Frankenbone's Castle cannot be beat, no matter how many times you blast them. Jump over these ghouls when they approach.

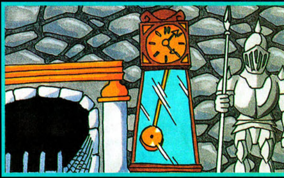
TRAP DOOR

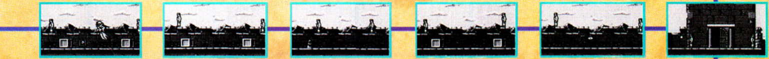
When you have the Level Key, a hole will open up in this room, leading to Floor 5.

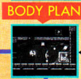
HEADS UP

Bitsy's Head is resting on a ledge high above the ground. In order to get to it you'll have to run three screens to the right, climb up to the Blocks and hop all the way back.


WELL KEY
BODY PLAN
FULL BUCKET
TORCH
ARMORY KEY
WEATHER COCK
TOWER D KEY
HELMET
COMBINATION
DYNAMITE
PARAPET KEY
CELLAR KEY
WINCH HANDLE
TORSO



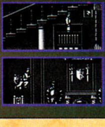




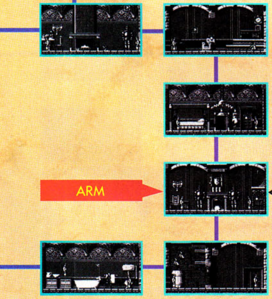
SECRET STRONG ROOM

By bringing the Safe Combination from the Secret Armory into this chamber, you'll open the Secret Strong Room and gain access to the Body Plan.

BOOKCASE BOOST

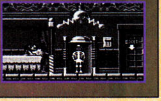


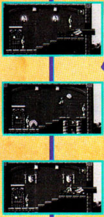
The shelves of the Bookcases in Dr. Von Frankenbone's Castle work as useful platforms to jump onto and off of. You can also leap onto Suits of Armor and other antiques.

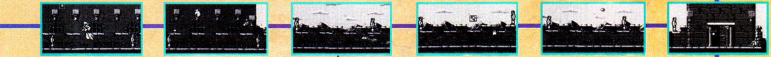


CHARGE UP

The strange machine in this room is designed to recharge Franky's built-in battery. Have him stand in front of it for a few moments, then move on to the next challenge.

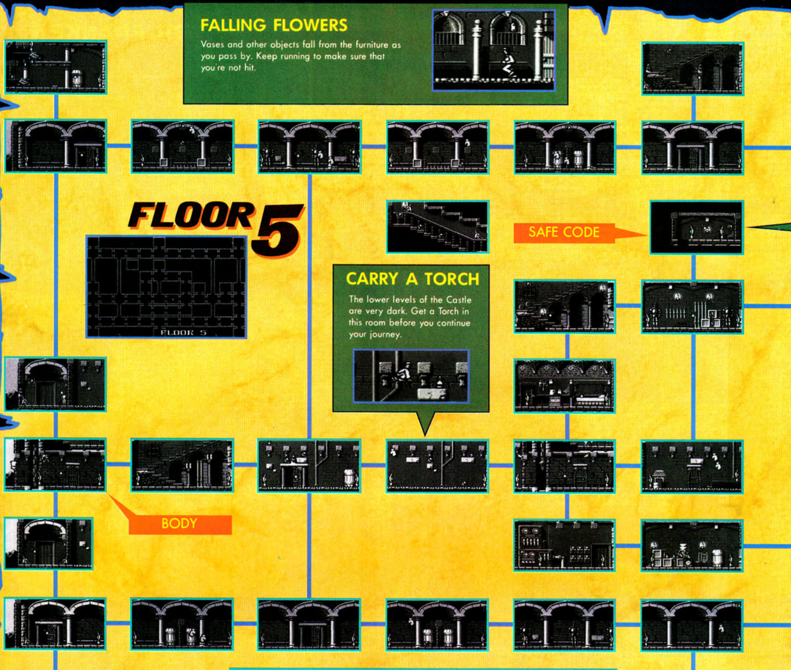






AXE ALERT

An Axe flies in from the next screen over. Jump to avoid it.



FALLING FLOWERS

Vases and other objects fall from the furniture as you pass by. Keep running to make sure that you're not hit.

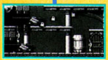
FLOOR 5

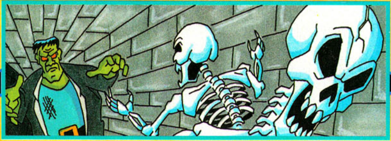
SAFE CODE

CARRY A TORCH

The lower levels of the Castle are very dark. Get a Torch in this room before you continue your journey.

BODY

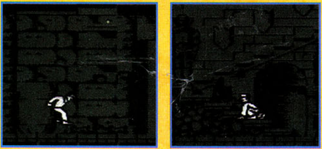




FLOOR 6

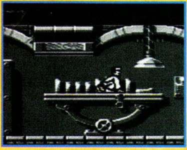
This underground level is very dark. You'll only find your way through the passages if you grab Torches. Search for them and go back for more if they burn out. Vital body parts are hidden on the floor. Keep looking.

TORCHLIGHT



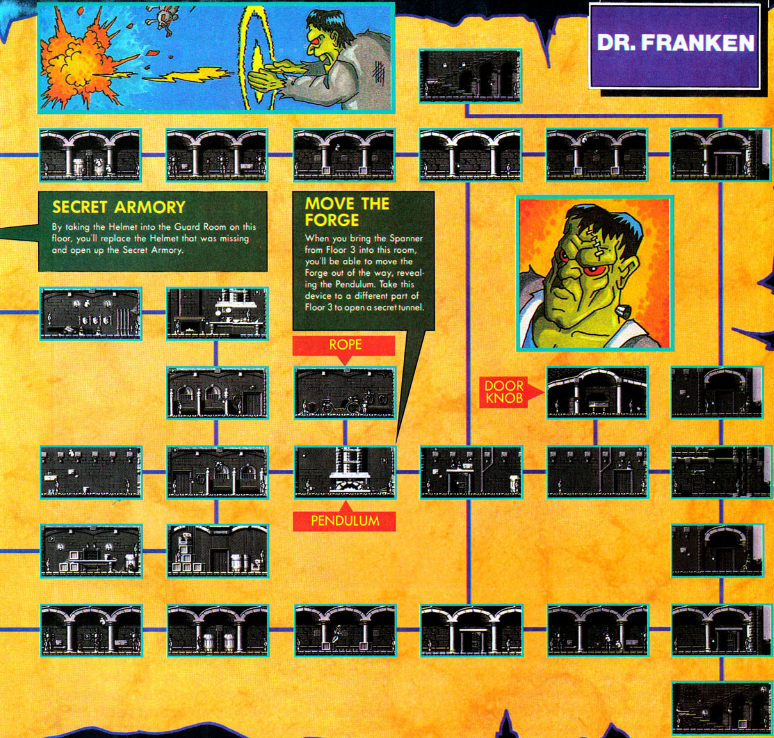
Torches are essential for visibility in this dark and dingy basement.

STITCHIN' TIME



The all-important Needle and Thread can be found in the Castle's Power Room.

DR. FRANKEN



SECRET ARMORY

By taking the Helmet into the Guard Room on this floor, you'll replace the Helmet that was missing and open up the Secret Armory.

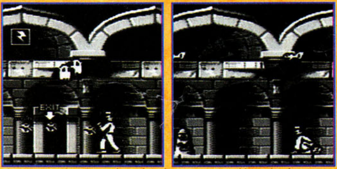
MOVE THE FORGE

When you bring the Spanner from Floor 3 into this room, you'll be able to move the Forge out of the way, revealing the Pendulum. Take this device to a different part of Floor 3 to open a secret tunnel.

FLOOR 7

Floor 7 is a maze of identical rooms. You'll only find safe passage by making a map and checking off the rooms that you've been to. The final map should be close to a seven by seven square.

CONFUSING QUARTERS

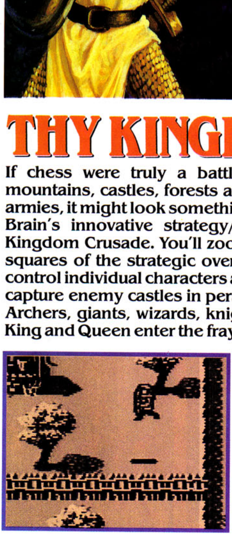


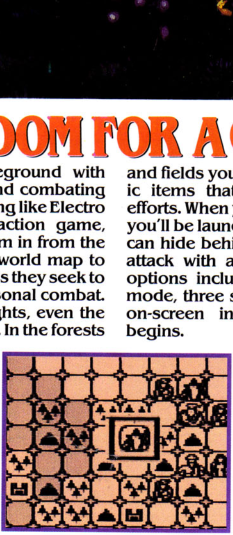
The rooms on Floor 7 are identical. Make a map to avoid being lost forever.

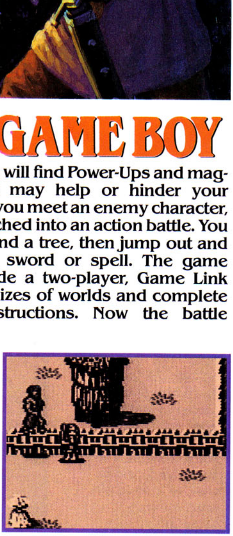
KINGDOM CRUSADE™

THY KINGDOM FOR A GAME BOY

If chess were truly a battleground with mountains, castles, forests and combating armies, it might look something like Electro Brain's innovative strategy/action game, Kingdom Crusade. You'll zoom in from the squares of the strategic overworld map to control individual characters as they seek to capture enemy castles in personal combat. Archers, giants, wizards, knights, even the King and Queen enter the fray. In the forests and fields you will find Power-Ups and magic items that may help or hinder your efforts. When you meet an enemy character, you'll be launched into an action battle. You can hide behind a tree, then jump out and attack with a sword or spell. The game options include a two-player, Game Link mode, three sizes of worlds and complete on-screen instructions. Now the battle begins.



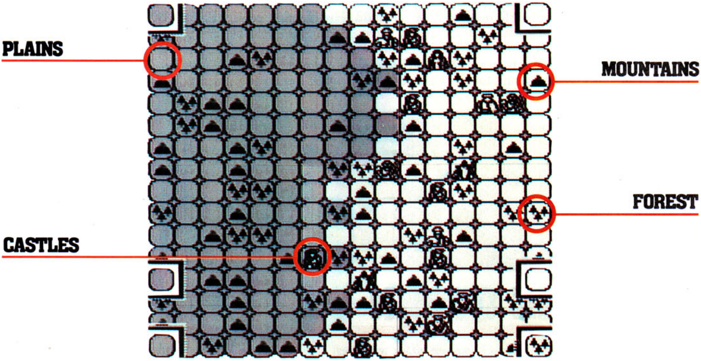




TM and ©1992 ELECTRO BRAIN

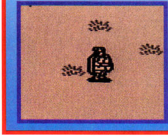
THE FIELDS OF BATTLE

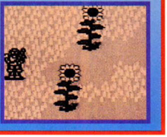
The overworld map shows the location of your characters, castles and the type of terrain in each square. Move the cursor box over a square and select a character. The view changes to a close-up scene where you can move your character, jump, pick up items and fight battles. The goal of your crusade is to capture all of the enemy's characters or castles.



PLAINS

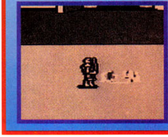
The Plains are generally open regions with perhaps a few sunflowers or fences. Since there is little cover, swift characters have an advantage in battle.

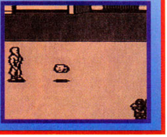




CASTLES

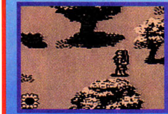
The courtyard in front of the castle is completely open and has no cover for use during battles. Once you've captured a castle, step inside to Power-Up.



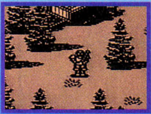


MOUNTAINS

Mountain regions have many obstacles, including thick forests and undergrowth. It can be difficult to move about here, or, even see your character.



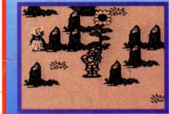
Mountain areas can make combat difficult for many characters.



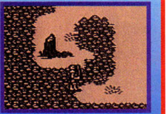
Slow or weak characters can use the cover to protect themselves.

FOREST

The Forest areas have rocks, plants, trees and stumps, but they are more open than the Mountain areas and are an ideal place to fight your enemies.



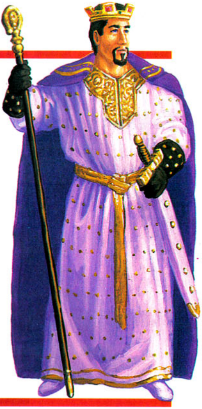
Use the Forest Stumps as cover.



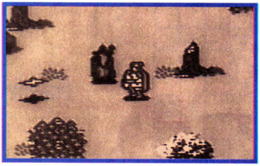
Search through every screen of the Forest area to find items.

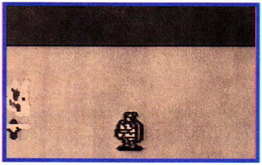
THE CRUSADERS

THE KING



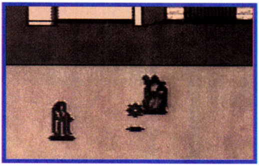
Your King has great strength for attacking enemies and his armor is strong. His motion is hampered in densely wooded areas such as the mountains, so try to pick battlefields in the other three areas. He is a particularly effective fighter against the enemy Queen and Wizard due to his defensive and offensive strengths. His jumping power is also highly rated, making him valuable in the Forest and Plains areas. When the King is matched against swifter opponents, use magic spells to attack from a safe distance.





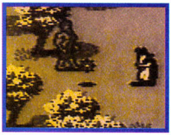
THE QUEEN

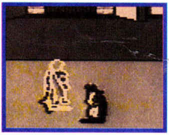
The Queen can attack with great speed and she can jump well, making her a formidable opponent in the Plains and Forest, especially against slower characters such as the Giant. Unfortunately, her other attributes are of medium strength and her magic attack takes a while to build back up between shots. With the Queen, try attacking over a long distance. This will give her the chance to dodge while her attack power is being restored.

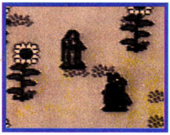


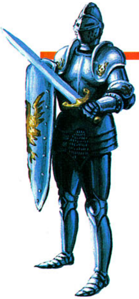
THE WIZARD

The Wizard's greatest advantage is that he can attack often and swiftly. His speed is only medium, but you can still employ a hit-and-run strategy. This sort of strategy works best against the big fighters like the Paladin and Giant. His biggest disadvantage is his weak defense.



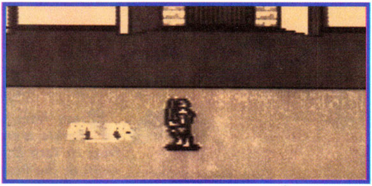




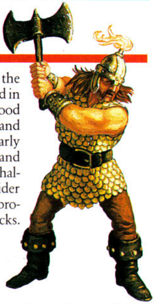


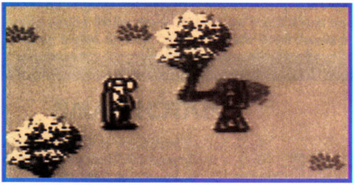
THE KNIGHT

Although the Knight is limited to swinging a sword and therefore must fight all his battles at close range, he has superior armor and attacking strength. He is one of the few characters that moves well in the Mountain area. Since the Knight has no weaknesses, you can feel confident using him against any opponent. Knights are a good choice for capturing enemy castles.

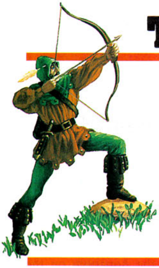


THE PALADIN



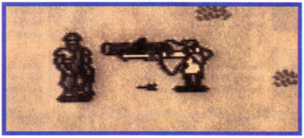


The Paladin is slow, especially in the Mountains, but he is well-rounded in most other areas, making him a good choice against strong fighters and magic users alike. He is a particularly good choice for storming castles and then holding them against all challengers. You might also consider leaving him behind the lines to protect your castles from enemy attacks.

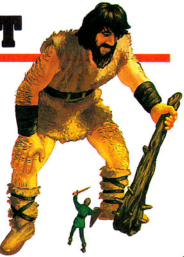


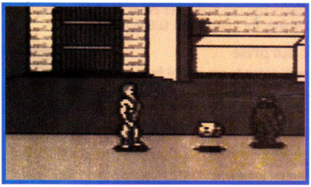
THE BOWMAN

The Bowman is the fastest warrior in the Plains, and the best jumper. He can get in several shots while the enemy only has time to attack once. Use him as a scout, staying on the Plains and in the Forests while penetrating enemy territory. His armor is almost nonexistent, so you'll have to keep moving and shooting.



THE GIANT





The Giant is slow, but his Boulder-throwing attack is very powerful. Two or three hits will defeat most enemies. He is also able to withstand a lot of abuse from enemies. If you make use of low cover, staying behind a log, for instance, you'll be able to throw boulders while staying safe from hand-to-hand attacks. Magic is more difficult to dodge, but magic users tend to be weak.

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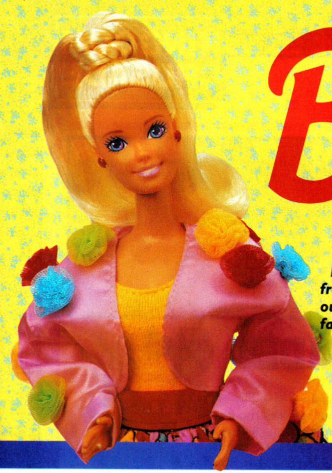


Barbie™

Game Girl

Fresh from her success on the NES, the popular heroine, Barbie, is making waves on Game Boy with Barbie Game Girl from Hi Tech Expressions. Barbie is on a search for the perfect outfit at the Fantasy Mall, but her adventure is far from just a fashion show. She somersaults over obstacles, power walks through packs of enemies and swims the seas as a mermaid in seven action-packed stages. Barbie Game Girl is a solid game with a theme and a difficulty level suited for players who may not find games such as Operation C or Double Dragon up their alley. Between levels there's a Match Game which allows players to take a break from the action and rake in bonus points.

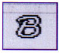
HELPFUL ITEMS

Several items which can help you complete your mission are scattered throughout the floors of the Fantasy Mall. Pick them up and use them accordingly.

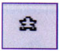
Gem Bags earn you 10 Gems each. Toss the Gems to stun and eliminate enemies.

There are a few Coins in the Fantasy Mall. By throwing them, you can knock out creatures.

You'll earn 1,000 points at the end of each level for every Flower that you collect.



The big B symbols in the Mall are 1-Ups. Collect them for extra Barbie lives.

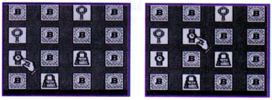


Enemies that have been hit turn into Stars. Collect 100 Stars to earn a 1-Up.

When Barbie hits a Heart, She'll hop into her Aerobics Outfit for extra power.

MATCH GAME

You'll find a Match Game at the end of most levels of the Fantasy Mall. There are 16 Cards in a four by four square. Flip them over two at a time and match the pictures. Each match will earn you 500 points.

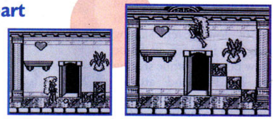


Flip over the Cards in the Match Game. You'll earn 500 points for every pair.

STAGE 1 *The Atrium*

The first floor of the Fantasy Mall is loaded with hazards. Leap onto the moving platforms to avoid falling into the fountain and make sure that you pick up the Heart and Lightning Bolt for special suits.

Have a Heart

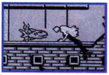


You'll find a Heart high above the floor. Hit the Boxes under the Heart twice. They'll rearrange into a stair-like pattern so that you can climb up and claim the prize. By hitting the Boxes with Gems, you'll be able to reach the Heart and earn the Aerobics Outfit.

STAGE 2 *Mermaid Aquarium*

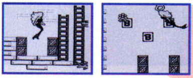
Barbie will turn into a Mermaid in the Aquarium on the second floor. You can make her swim fast by tapping the A Button. Watch for sharks and falling planks.

Shark Surprise



There are several sharks in the deep waters of the Aquarium. You'll know that they're on the way when you hear the "da dum da dum" theme music. Swim around them or hit them with a pair of Gems to scare them away.

Hidden Hold

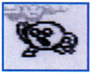


You'll find a hidden area under the Aquarium floor. Clear away the blocking Boxes and go below for bonus items.

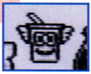
STAGE 3 *Soda Shop*

Sugar Cubes, Milkshakes and Soda Fountains are the obstacles on the Mall's third floor. By avoiding them, you'll be one step closer to your goal.

Quick Creatures



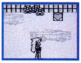
This flying character moves up and down in the air. Hit it with Gems or move to avoid it.



The Milkshakes in the Soda Shop toss straws. Jump over them and return the fire.

Jump and Collect

Several Stars are hidden in this level of the Mall. Jump into the air to make them appear.

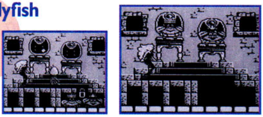


There are bunches of Flowers in the Soda Shop. Pick them to earn 1,000 points per stem.

STAGE 4 *Mermaid Aquarium, too*

The Aquarium on the fourth floor of the Mall is a corral maze. Swim through it as safely as you can and look for a hole in the Aquarium wall.

Jolt the Jellyfish



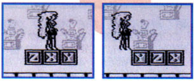
A giant Jellyfish has captured the King and Queen Crab of the Aquarium. It's up to you to hit this fiend with Gems and free the Crabs. If you run out of Gems, another Gem Bag will drop into the chamber.

STAGE 5 *Toy Store*

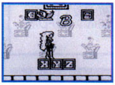
The Fantasy Mall Toy Store is filled with Alphabet Blocks. The only way to get from one side to the next is to walk on a three block platform that floats through the store.

XYZ Express

The X, Y and Z Blocks near the entrance will prove to be your ticket to the other side. Ride them and watch for flying Kites.

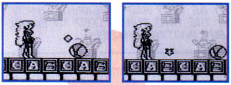


High C



Hit the C Block in the air to release a 1-Up.

Seeing Stars



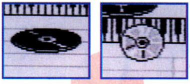
A stream of Rubber Balls flows near the exit. If you hit them with Gems, they'll turn into Stars.

STAGE 6 *Musical Maze*

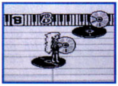
The Music Store on the sixth floor is filled with notes and discs. Hop onto this hit parade to find a way out.

Take a Spin

You'll find spinning Records and CDs at the top of the store. Jump from one to the next to continue your climb.

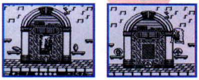


#1 Hit



Make sure to grab the 1-Up that pops out of a Gift Box near the top.

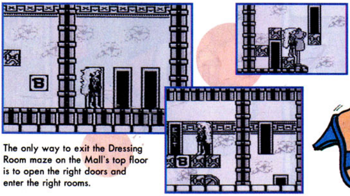
Juke Box Jumping



You'll find a giant Juke Box at the end of your Music Store journey. Avoid the notes that pop out of the Box and Jump on the Quarters on either side to make them spin.

STAGE 7 *Dressing Room—Top Floor*

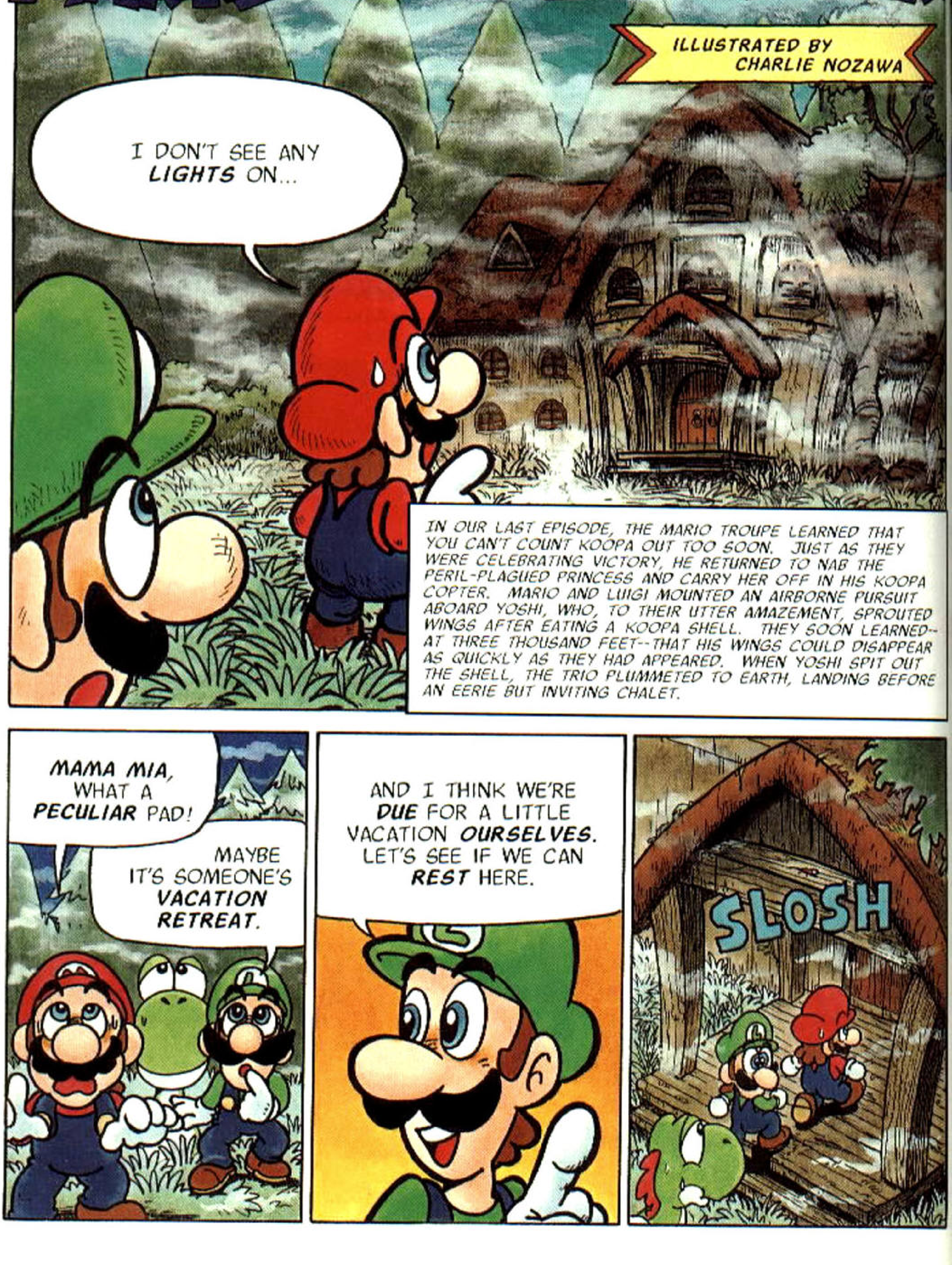
The Mall's top floor is a Dressing Room maze. By opening the right doors, you'll make your way to the perfect outfit and the end of your journey. Don't be discouraged if you find yourself at a dead end. The rooms that don't lead to the exit often do lead to Power-Up items or 1-Ups. Collect the items, then back up and open a different door. Good luck!



The only way to exit the Dressing Room maze on the Mall's top floor is to open the right doors and enter the right rooms.

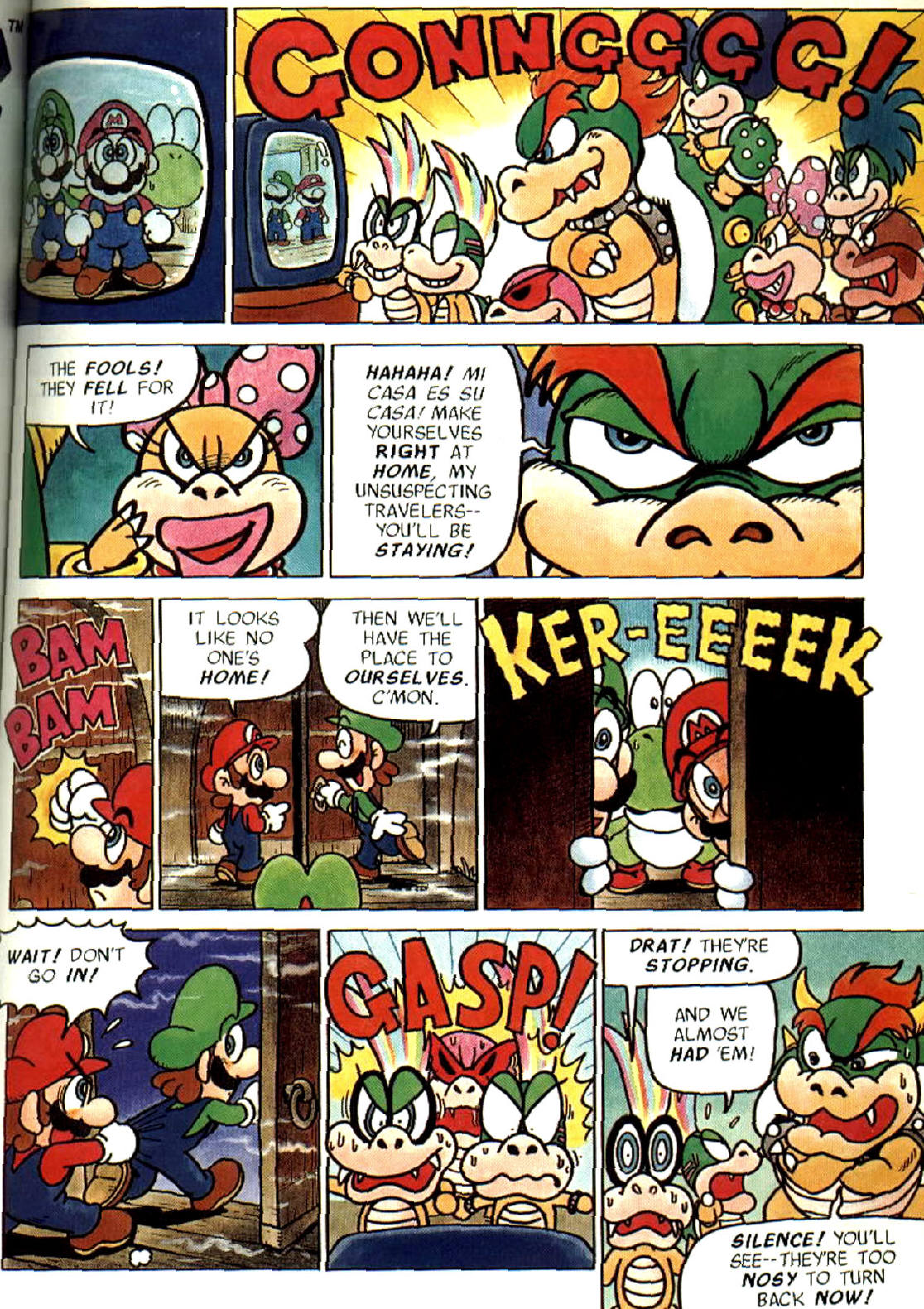
SUPER MARIO ADVENTURES

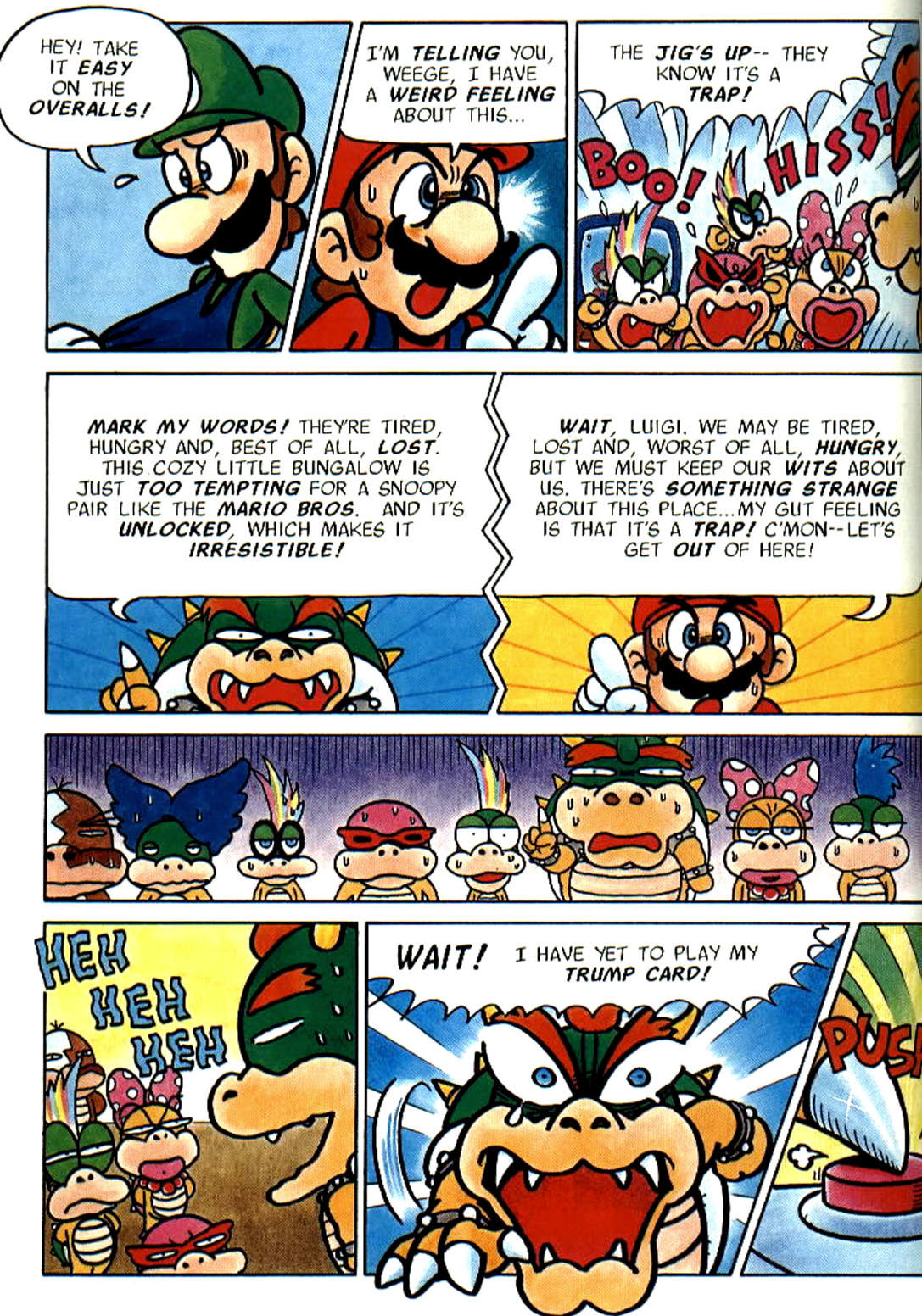
ILLUSTRATED BY
CHARLIE NOZAWA

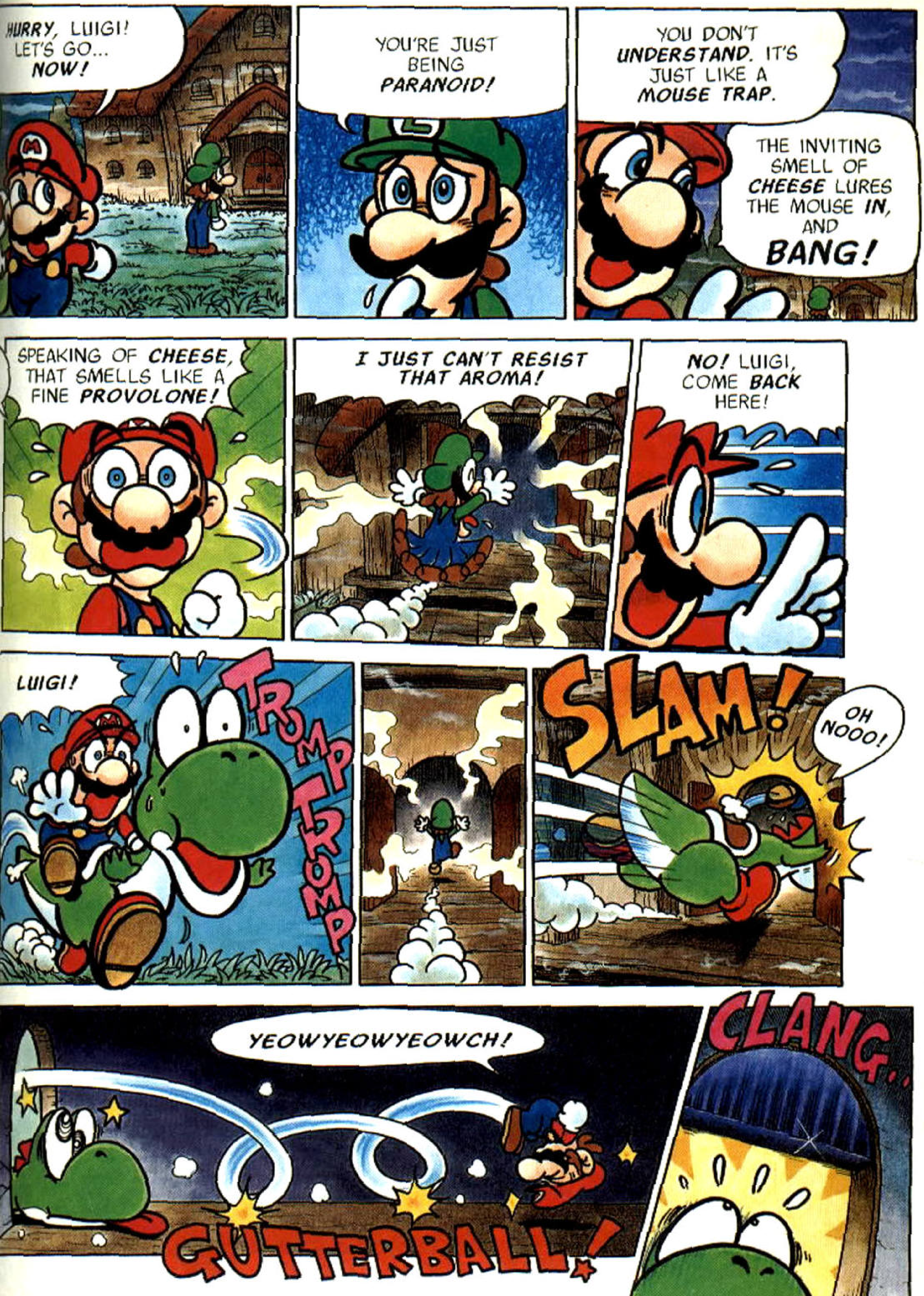


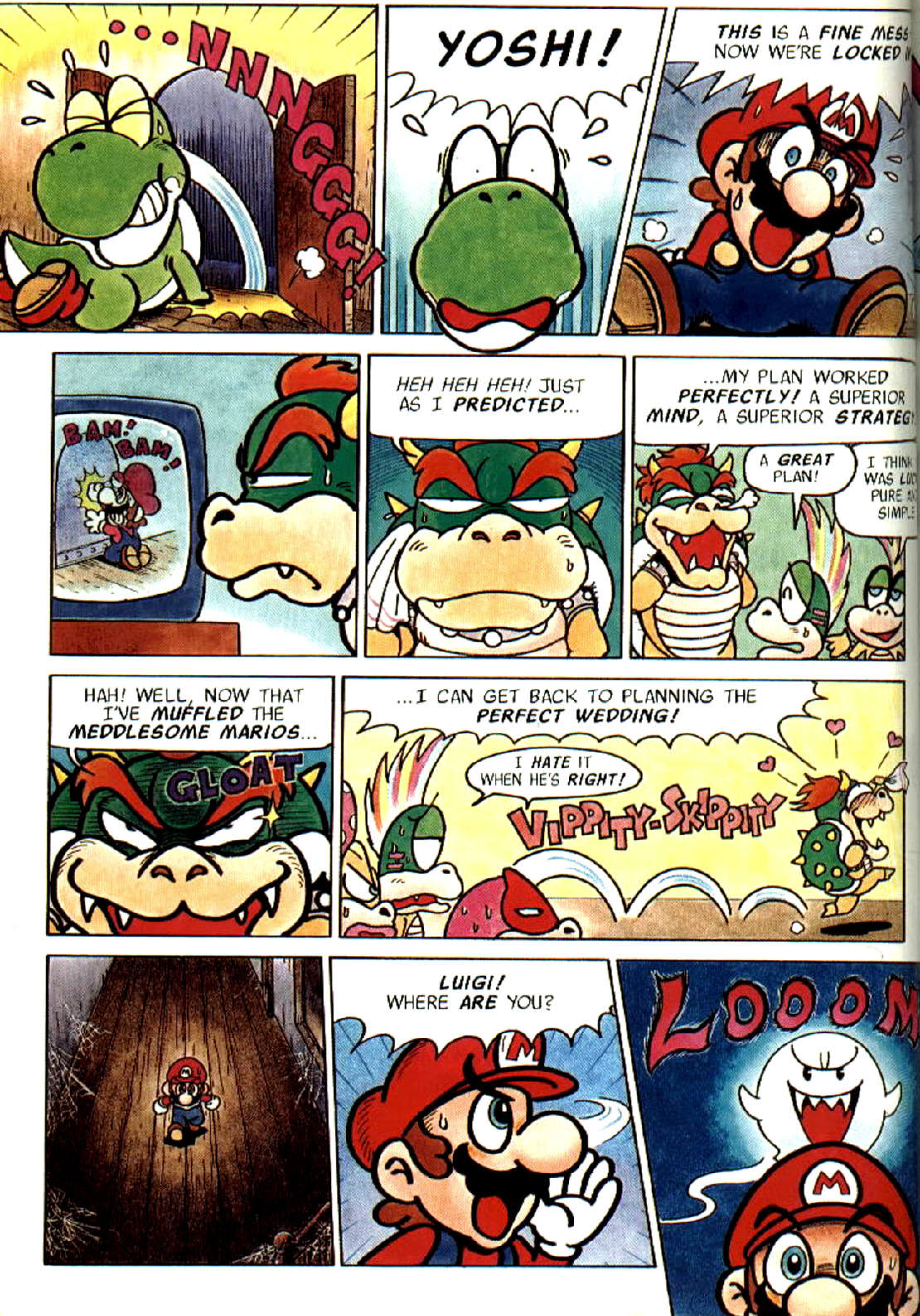
IN OUR LAST EPISODE, THE MARIO TROUPE LEARNED THAT YOU CAN'T COUNT KOOPA OUT TOO SOON. JUST AS THEY WERE CELEBRATING VICTORY, HE RETURNED TO NAB THE PERIL-PLAGUED PRINCESS AND CARRY HER OFF IN HIS KOOPA COPTER. MARIO AND LUIGI MOUNTED AN AIRBORNE PURSUIT ABOARD YOSHI, WHO, TO THEIR UTTER AMAZEMENT, SPROUTED WINGS AFTER EATING A KOOPA SHELL. THEY SOON LEARNED--AT THREE THOUSAND FEET--THAT HIS WINGS COULD DISAPPEAR AS QUICKLY AS THEY HAD APPEARED. WHEN YOSHI SPIT OUT THE SHELL, THE TRIO PLUMMETED TO EARTH, LANDING BEFORE AN EERIE BUT INVITING CHALET.

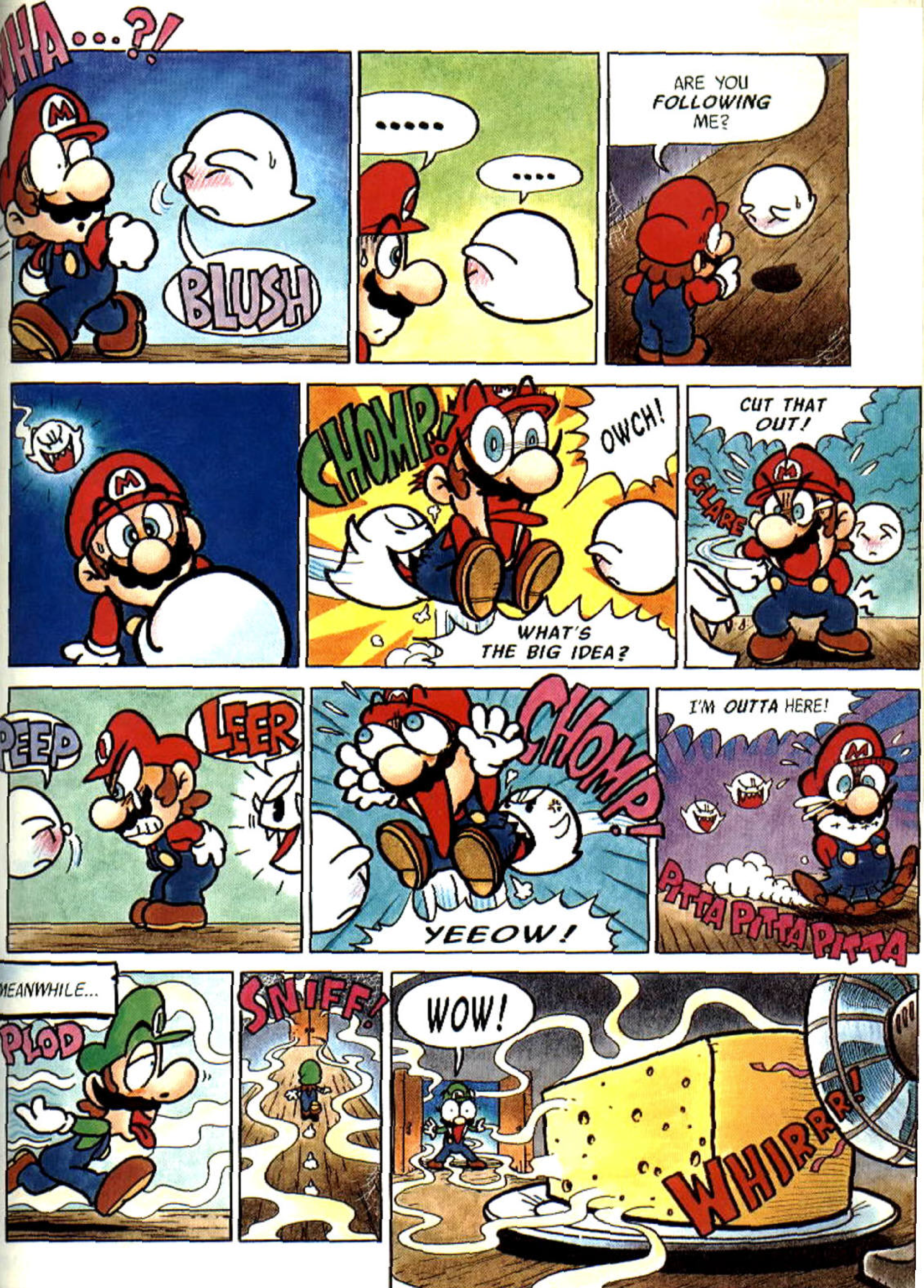
I DON'T SEE ANY *LIGHTS* ON...
MAMA MIA, WHAT A *PECULIAR* PAD!
MAYBE IT'S SOMEONE'S *VACATION RETREAT.*
AND I THINK WE'RE *DUE* FOR A LITTLE VACATION *OURSELVES.* LET'S SEE IF WE CAN *REST* HERE.
SLOSH

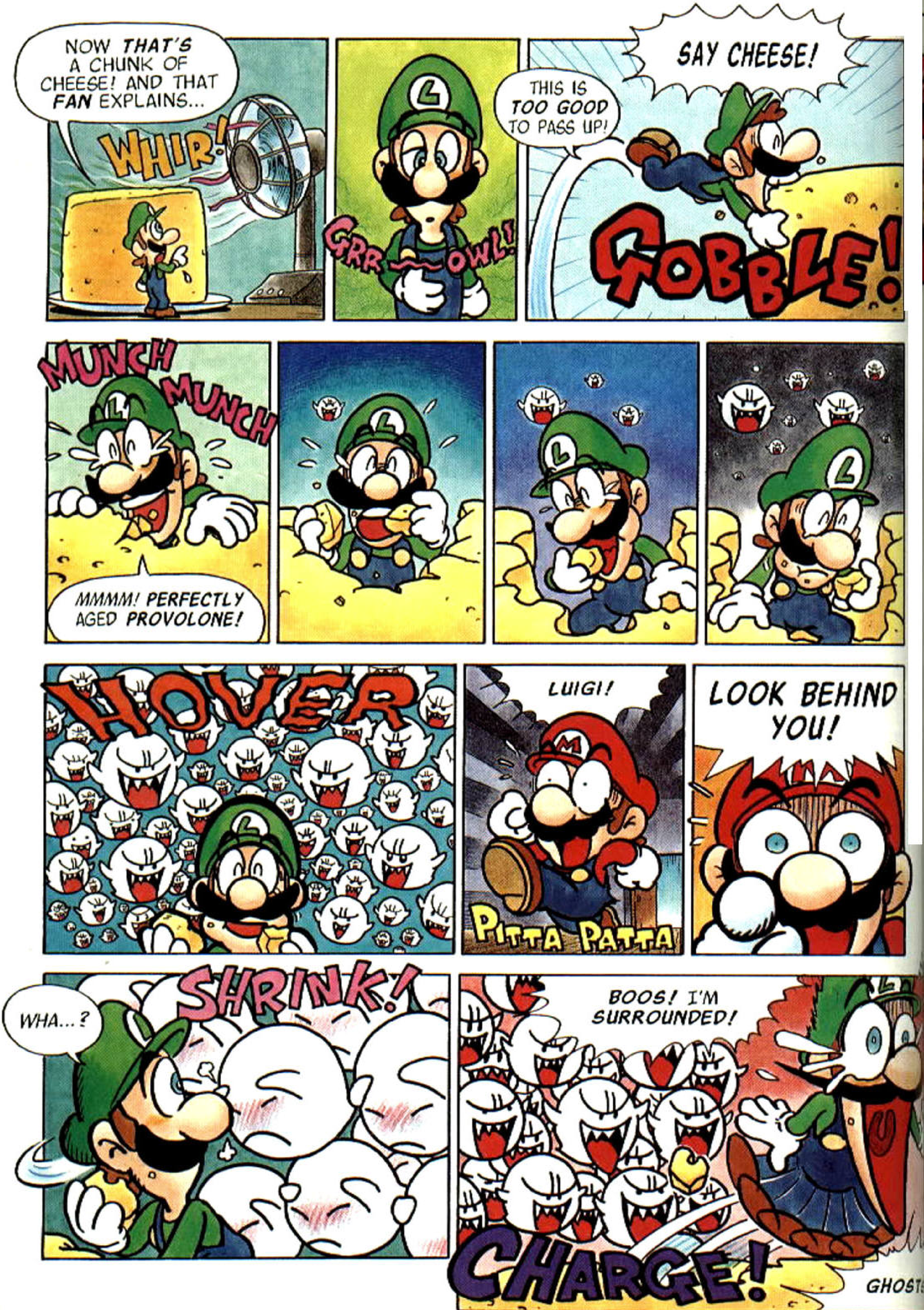

TM
GONNGGGG!
THE FOOLS! THEY FELL FOR IT!
HAHAHA! MI CASA ES SU CASA! MAKE YOURSELVES RIGHT AT HOME, MY UNSUSPECTING TRAVELERS-- YOU'LL BE STAYING!
BAM BAM
IT LOOKS LIKE NO ONE'S HOME!
THEN WE'LL HAVE THE PLACE TO OURSELVES. C'MON.
KER-EEEEK
WAIT! DON'T GO IN!
GASP!
DRAT! THEY'RE STOPPING.
AND WE ALMOST HAD 'EM!
SILENCE! YOU'LL SEE--THEY'RE TOO NOSY TO TURN BACK NOW!

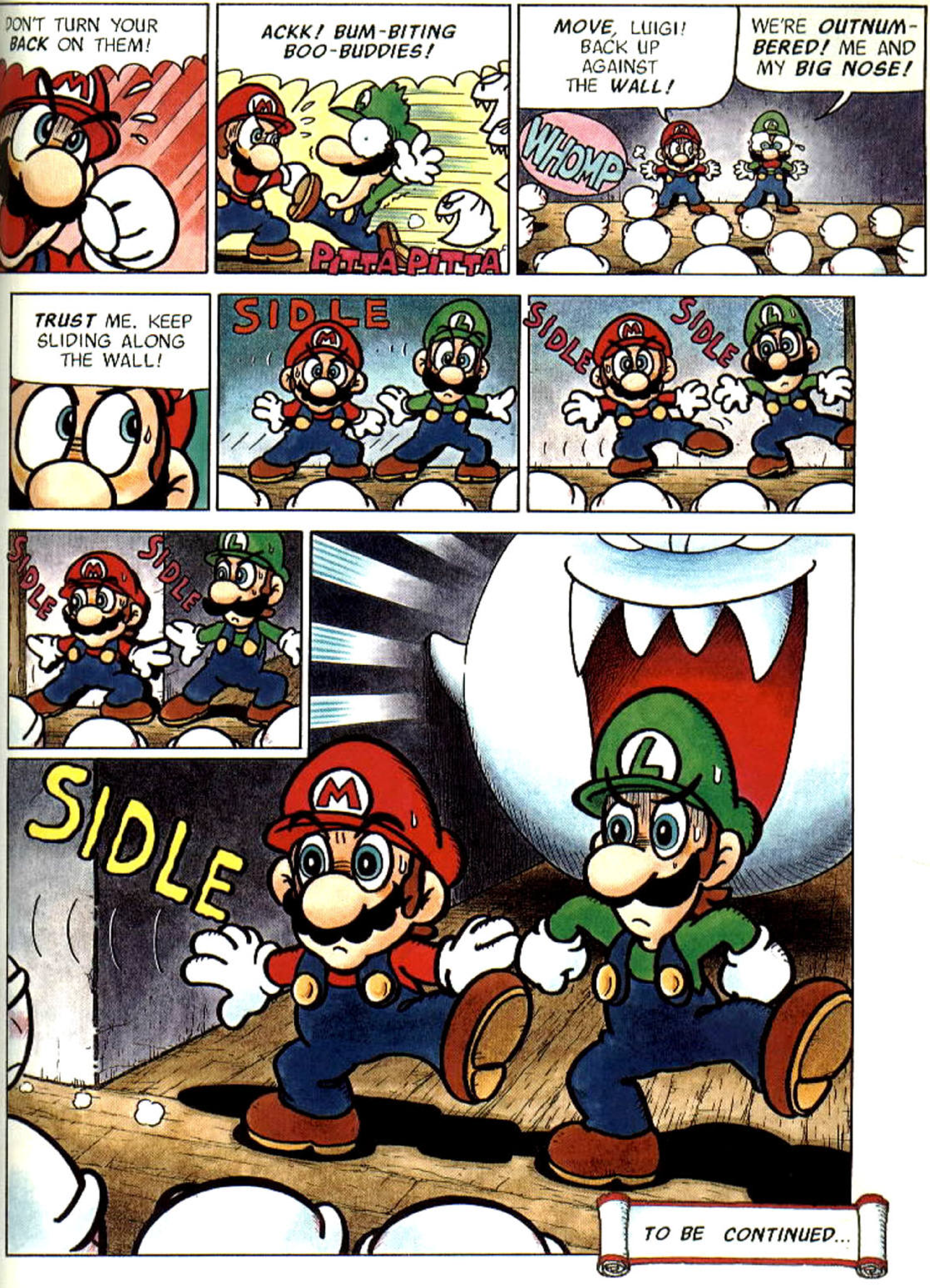

HEY! TAKE IT EASY ON THE OVERALLS!
I'M TELLING YOU, WEEGE, I HAVE A WEIRD FEELING ABOUT THIS...
THE JIG'S UP-- THEY KNOW IT'S A TRAP!
BOO!
HISS!
MARK MY WORDS! THEY'RE TIRED, HUNGRY AND, BEST OF ALL, LOST. THIS COZY LITTLE BUNGALOW IS JUST TOO TEMPTING FOR A SNOOPY PAIR LIKE THE MARIO BROS. AND IT'S UNLOCKED, WHICH MAKES IT IRRESISTIBLE!
WAIT, LUIGI. WE MAY BE TIRED, LOST AND, WORST OF ALL, HUNGRY, BUT WE MUST KEEP OUR WITS ABOUT US. THERE'S SOMETHING STRANGE ABOUT THIS PLACE...MY GUT FEELING IS THAT IT'S A TRAP! C'MON--LET'S GET OUT OF HERE!
HEH HEH HEH
WAIT! I HAVE YET TO PLAY MY TRUMP CARD!
PUS


HURRY, LUIGI! LET'S GO... NOW!
YOU'RE JUST BEING PARANOID!
YOU DON'T UNDERSTAND. IT'S JUST LIKE A MOUSE TRAP.
THE INVITING SMELL OF CHEESE LURES THE MOUSE IN, AND BANG!
SPEAKING OF CHEESE, THAT SMELLS LIKE A FINE PROVOLONE!
I JUST CAN'T RESIST THAT AROMA!
NO! LUIGI, COME BACK HERE!
LUIGI!
TROMP TROMP TROMP
SLAM!
OH NOOO!
YEOWYEOWYEOWCH!
CLANG..
GUTTERBALL!


...NNNGGG!
YOSHI!
THIS IS A FINE MESS NOW WE'RE LOCKED
BAM! BAM!
HEH HEH HEH! JUST AS I PREDICTED...
...MY PLAN WORKED PERFECTLY! A SUPERIOR MIND, A SUPERIOR STRATEG
A GREAT PLAN!
I THINK WAS LU PURE A SIMPLE
HAH! WELL, NOW THAT I'VE MUFFLED THE MEDDLESOME MARIOS...
GLOAT
...I CAN GET BACK TO PLANNING THE PERFECT WEDDING!
I HATE IT WHEN HE'S RIGHT!
VIPPITY-SKIPPITY
LUIGI! WHERE ARE YOU?
LOOOM


WHA...?!
BLUSH
.....
....
ARE YOU FOLLOWING ME?
CHOMP!
OWCH!
WHAT'S THE BIG IDEA?
CUT THAT OUT!
GLARE
PEEP
LEER
CHOMP!
YEEOW!
I'M OUTTA HERE!
PITTA PITTA PITTA
MEANWHILE...
PLOD
SNIFF!
WOW!
WHIRRR!


NOW THAT'S A CHUNK OF CHEESE! AND THAT FAN EXPLAINS...
WHIR!
GRR~~~OWL!
THIS IS TOO GOOD TO PASS UP!
SAY CHEESE!
GOBBLE!
MUNCH MUNCH
MMMM! PERFECTLY AGED PROVOLONE!
HOVER
LUIGI!
PITTA PATTA
LOOK BEHIND YOU!
WHA...?
SHRINK!
BOOS! I'M SURROUNDED!
CHARGE!


DON'T TURN YOUR BACK ON THEM!
ACKK! BUM-BITING BOO-BUDDIES!
PITTA-PITTA
MOVE, LUIGI! BACK UP AGAINST THE WALL!
WE'RE OUTNUMBERED! ME AND MY BIG NOSE!
WHOMP
TRUST ME. KEEP SLIDING ALONG THE WALL!
SIDLE
SIDLE
SIDLE
SIDLE
SIDLE
SIDLE
TO BE CONTINUED...

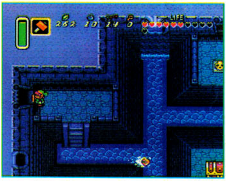
COUNSELORS' CORNER!

THE LEGEND OF ZELDA: A LINK TO THE PAST

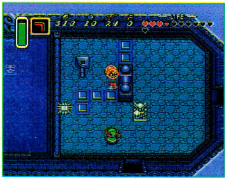
HOW DO I GET THE BIG KEY IN THE SWAMP PALACE?

Glory Evans

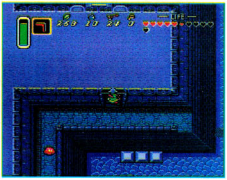
You must have the Big Key if you hope to complete the Swamp Palace and learn all of its secrets. From the large chamber with the Big Treasure Chest in the center, exit through the upper left-hand door. In the next room, flip the flood switch and hit the Crystal Switch so it turns red. Return to the large chamber and take the lower left door. Continue through the far left door in the next room and go up the stairway in the room after that. Now you'll find yourself in a large room filled with a shallow pool and a rotating arm of fire. Dodge the arm of fire and make your way to the upper right-hand hole in the floor. Push a stone out of the way and drop down the hole to the first basement. Now head to the right, through a door and into a room with a row of skulls and a Treasure Chest. The Big Key is in the Chest.



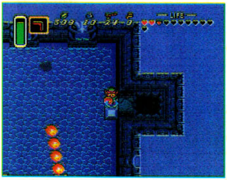
In the big central room, take the upper left-hand door to the next room.



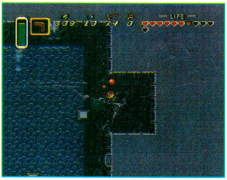
Use a bomb, arrow or boomerang to hit the Crystal Switch from a distance.



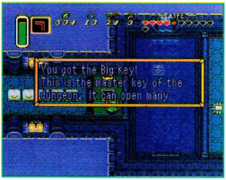
Go up the stairs to the room with the pond.



In the shallow pond room on the first floor, push the stone block out of the way.



Jump down the hole to the first basement. At the bottom, head to the right.

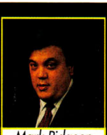


You got the Big Key!
This is the master key of the
dungeon. It can open many

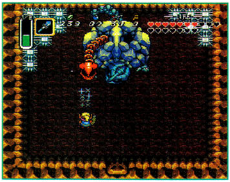
Look for the Big Key in the Treasure Chest beyond the row of skulls.

THE LEGEND OF ZELDA: A LINK TO THE PAST

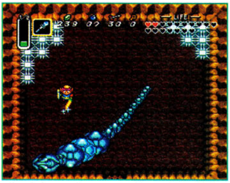
HOW DO I DEFEAT TRINEXX?


Mark Pidgeon

The final guardian of Turtle Rock is Trinexx. The two heads on long necks will attack Link when you first enter the chamber. One is hot and the other is cold. Use the Ice Rod to stun the hot head and the Fire Rod to stun the cold head. You don't have to destroy the heads with the magic rods, just weaken them with one or two shots. The final blows can be delivered with Link's sword. When the two side heads are defeated, Trinexx is transformed. His weakness now is the flashing section of his body.



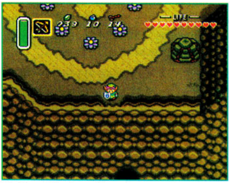
Destroy the Ice Head first to avoid slipping. Use the Rod of Fire and the Sword.



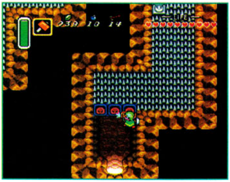
After defeating the Fire Head, attack the flashing midsection of the new Trinexx.

WHERE IS THE STAFF OF BYRNA?

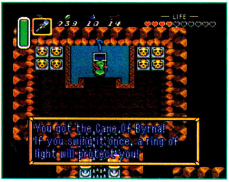
The Staff of Byrna can protect Link from damage, but it uses lots of Magic Power to operate. You'll find this mysterious relic in a cave on the side of Death Mountain. From the Dark World warp in the circle of flowers, walk straight off the side of the cliff. You'll land on a small ledge with a cave entrance. Inside the cave you'll find a row of Moles blocking the passage to the Staff. Bop the Moles with the Magic Hammer then sprint down the hallway of spikes. Make sure you have extra Life Potion or you may not survive the damage from the spikes. At the far end of the hall, you'll find a Treasure Chest. The Staff of Byrna is inside. The Staff can keep you safe on the return journey.



Walk straight down from the warp tile on Death Mountain, then jump off the cliff.



Use the Magic Hammer to flatten out the Moles in their holes.

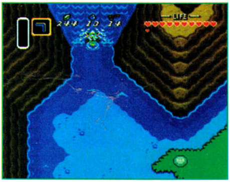


You got the Cane Of Byrna!
If you swing it once, a ring of
light will protect you!

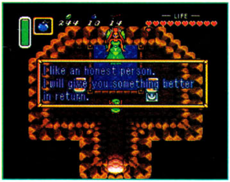
Run across the spikes and use Life Potion to keep you healthy all the way to the end.

HOW DO I ENTER THE WATERFALL OF WISHING?

The Waterfall of Wishing lies in the river area north of the Magic Shop. A sign beyond the Shop points you in the right direction, but you can also find the Waterfall by heading east from the Magic Shop to the first bend in the river, then north to the Waterfall. Link must have Zora's Flippers to reach the Falls. Press straight up into the Falls to enter a secret cave. You'll find a Faerie inside who can transform and improve some of your items.



Push into the Waterfall northeast of the Magic Shop. You must have Zora's Flippers.



I like an honest person.
I will give you something better
in return.

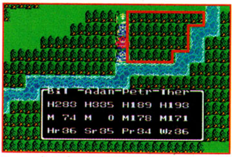
The Fairy in the cave will exchange new magic items for some of your used items or weapons.

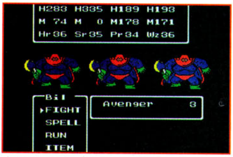
DRAGON WARRIOR III

WHERE CAN I BUILD UP MY LEVELS?

Alex Sargeant

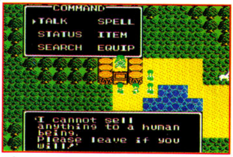
Early in the game, the best place to build your levels is in a section of woods near the town of Kanave. On the north bank of the river east of town, you'll encounter roving bands of monsters that, when defeated, yield an average of between 500 and 900 Experience Points. By the time your characters are at Level 10 or 11, you should be able to defeat the parties encountered in this region. Beware of the Bomb Crags, though, especially if a group of them appears. Their SACRIFICE spell will wipe you out. It's better to run away. The Avengers are the prize party. Defeat a party of three Avengers to earn more than 900 Experience Points. You might also win a Battle Axe from these masked marauders. Since the average number of Experience Points needed to reach the next level at this stage is between 1200 and 1800, you should be able to reach high Levels quickly. Later in the game, when you have reached Level 30 and beyond, you can find even richer hunting grounds in the Cave of Necrogond and the Phantom Ship.


Bil -Adan-Petr-Ther
H283 H335 H189 H193
M 74 M 0 M178 M171
Hr36 Sr35 Pr34 Wz36
To earn lots of Experience Points, stay within the forest boundaries as indicated in the photo.

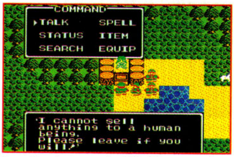

H283 H335 H189 H193
M 74 M 0 M178 M171
Hr36 Sr35 Pr34 Wz36
Bil
▸FIGHT
SPELL
RUN
ITEM
Avenger 3
The party of three Avengers yields more than 900 Experience Points and a lot of gold.

HOW DO I BUY ITEMS IN THE ELF SHOP?

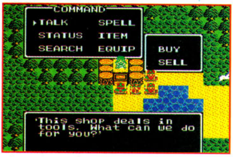
The Elf in the Shop in the Hidden Village of the Elves will sell the special items only to another Elf. Becoming an Elf is easy, but recognizing that you are an Elf isn't. The transformation takes place by using the Staff of Change, which you pick up by defeating the Fake King in Castle Samanao. The transformation magic is random, and you may take on a shape other than that of an Elf. The photos below can help you tell when you are an Elf and not a Dwarf or other creature. Once you are properly disguised, enter the Shop, which is up and left of the central pond in the village. Now you can purchase items such as the Angel's Robe and Poison Moth Powder.


COMMAND
▸TALK SPELL
STATUS ITEM
SEARCH EQUIP
'I cannot sell anything to a human being. Please leave if you will.'

When you use the Staff of Change, you'll transform randomly into some type of being.


COMMAND
▸TALK SPELL
STATUS ITEM
SEARCH EQUIP
'I cannot sell anything to a human being. Please leave if you will.'

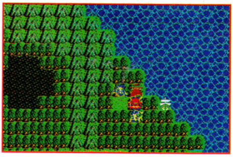
These Merchants may look like Elves, sort of, but you won't fool the Elf shopkeeper.

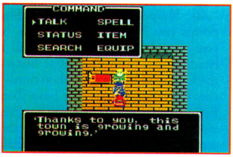

COMMAND
▸TALK SPELL
STATUS ITEM
SEARCH EQUIP
BUY
SELL
'This shop deals in tools. What can we do for you?'

When you transform into this shape, the Elf in the Shop will sell you special items.

HOW DO I GET THE NEW TOWN TO GROW?

The New Town in the field won't grow unless you have defeated Orochi and picked up the Staff of Change. Once those conditions have been met, continue to visit the New Town regularly. Each time you come to town, talk to all the people before you go. You can speed up the process by visiting the town, saving the game, pressing RESET, then going back to the town.


Talk to the old man in the field near the coast to help the new town get started.


COMMAND
▸TALK SPELL
STATUS ITEM
SEARCH EQUIP
'Thanks to you, this town is growing and growing.'

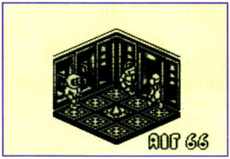
Return regularly to the town. Talk to the Founder and everyone else when you visit.

ALTERED SPACE

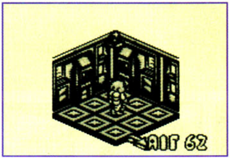
WHERE IS THE WARP TO STAGE 3?

Mitch Crim

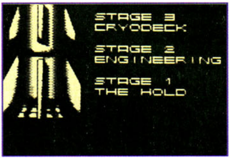
A warp in Stage 1 can take you quickly to Stage 3, if you know where to look. Since the maps in Altered Space are set at an angle, use this Key when following the directions below. The Upper Left wall is designated UL, Upper Right is UR, Lower Left is LL and Lower Right is LR. From the beginning of Stage 1, go UR one room, UL one room, LL two rooms, UL one room, UR one room, UL one room, and LL one room. You are now on the far left side of Stage 1. If you walk up through the UL wall, you'll find a Warp Zone that takes you to Stage 3, allowing you to skip Stage 2.



In the room before the Warp Room, jump over the spike at once then walk through the UL wall.



Stand under the Warp device in the Warp Room and you will transport out.



STAGE 3
CRYODECK

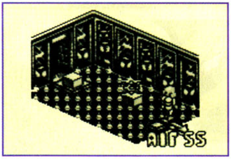
STAGE 2
ENGINEERING

STAGE 1
THE HOLD

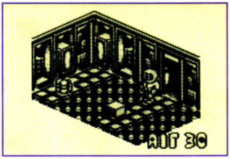
This screen indicates that you will now beam up to Stage 3, the Cryodeck.

WHERE IS THE WARP TO STAGE 5?

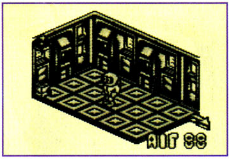
Start at the Stage 3 elevator and use the directional Key listed above for moving through the rooms. First, go UL one room, UR one room, LL two rooms, LR one room, LL two rooms, UL one room, and LL one room. The Warp Room is through the UL wall. Walk through the wall and stand under the Warp Device to transport to Stage 5.



Stand at right as shown until the spike falls off the block, then hop on the block.

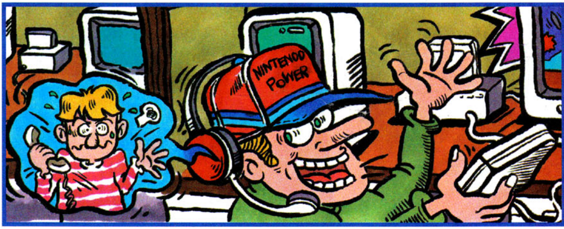


Go through the UL wall to reach the Warp to Stage 5. Ride the block over the spikes.



Stand under the Warp device to transport out to Stage 5.

THE PROS CAN SHOW YOU HOW IT'S PLAYED

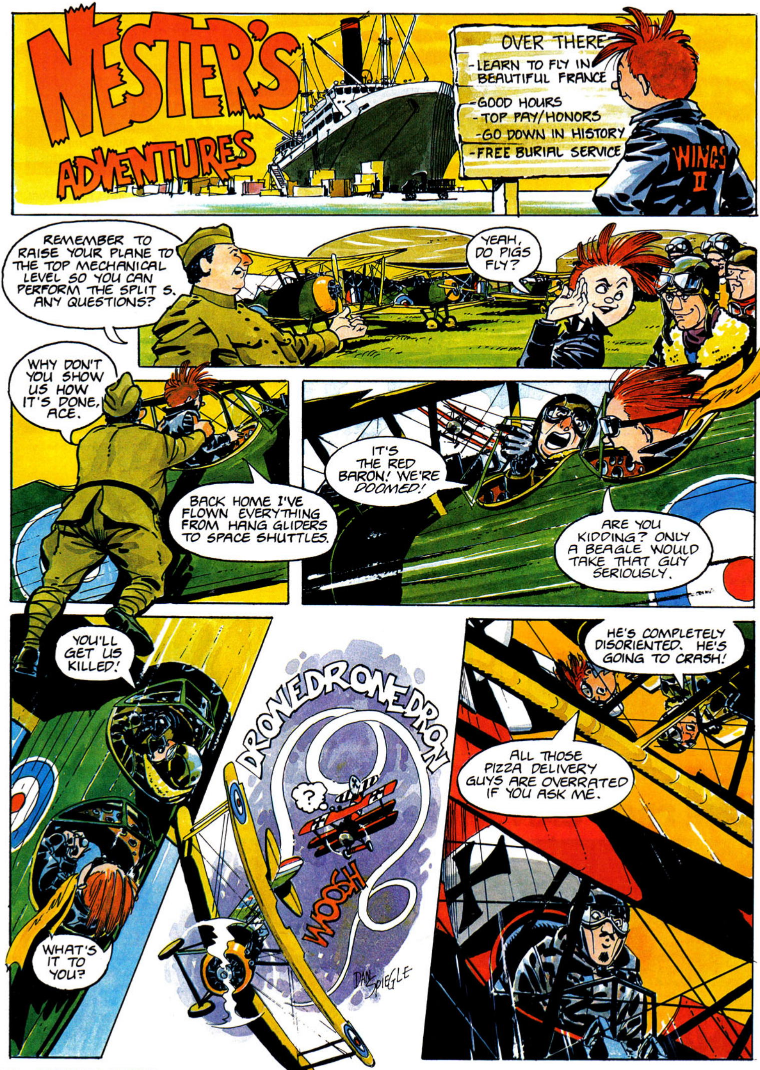


WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon-Sat., 4:00 a.m. to Midnight and Sun., 8:00 a.m. to 5:00 p.m., Pacific time.


NESTER'S ADVENTURES
OVER THERE
-LEARN TO FLY IN BEAUTIFUL FRANCE
-GOOD HOURS
-TOP PAY/HONORS
-GO DOWN IN HISTORY
-FREE BURIAL SERVICE
WINGS II
REMEMBER TO RAISE YOUR PLANE TO THE TOP MECHANICAL LEVEL SO YOU CAN PERFORM THE SPLIT S. ANY QUESTIONS?
YEAH, DO PIGS FLY?
WHY DON'T YOU SHOW US HOW IT'S DONE, ACE.
BACK HOME I'VE FLOWN EVERYTHING FROM HANG GLIDERS TO SPACE SHUTTLES.
IT'S THE RED BARON! WE'RE DOOMED!
ARE YOU KIDDING? ONLY A BEAGLE WOULD TAKE THAT GUY SERIOUSLY.
YOU'LL GET US KILLED!
WHAT'S IT TO YOU?
DRONEDRONEDRON
?
WOOSH
DAN SPIEGLE
HE'S COMPLETELY DISORIENTED. HE'S GOING TO CRASH!
ALL THOSE PIZZA DELIVERY GUYS ARE OVERRATED IF YOU ASK ME.

POWER PLAYERS

THE ADDAMS FAMILY

Barry & Kam Kong	Baltimore, MD	Finished
Jason Murray	Corning, AR	Finished
Kimberly Bibbo	Westchester, PA	Finished
Lou & Steph Digo	Merced, CA	Finished

CONTRA III: THE ALIEN WARS

Joseph Deegan	Oceanside, CA	Finished
Chris Davidson	Charleston, SC	Finished
Pierre Pilon	Ottawa, ON	Finished
Shelly Lahty	Grand Rapids, MI	Finished

DRAGON WARRIOR III

Jason Sues	Akron, OH	Finished
Hayato Tanabe	Omaha, NE	Finished
Carole Beeton	Pleasant Hill, CA	Finished
Carrie Fitzpatrick	Verona, NJ	Finished
Huey Nobles	Greenville, TX	Finished
Michael Leeds	Salt Lake City, UT	Finished
Randy & Kim Richardson	Plano, TX	Finished
Pat Chidester	Orland Hills, IL	Finished

FINAL FANTASY II

Jay & Kerry Reopel	Feeding Hills, MA	Finished
John Bestor	Kansas City, MO	Finished
Jon Fife & Paul Lauerell	Grand Rapids, MI	Finished
Ken Miller	Ringwood, NJ	Finished
Mark Herring	Goshen, IN	Finished
Mike Gillan	Cambridge, ON	Finished
Ray Smith	Wellsburg, WV	Finished

FINAL FANTASY ADVENTURE

Sean Johnson	Pasadena, CA	Finished
Peter Kopala	Northbrook, IL	Finished
Joey Akron	Oklahoma City, OK	Finished
Robert Malachowski M.D.	Indianapolis, IN	Finished
Nancy Ingelstead	Bridgeport, CT	Finished

THE FLINTSTONES

Jason & Chris Laird	Spring Hill, NS	Finished
Andy Wendling	Hudson, IA	Finished
Billy Barnes	Methuen, MA	Finished
Brad Gallien	Westerville, OH	Finished
Brendan Spaar	Covington, LA	Finished
Dan Veronesi	Seminole, PA	Finished
David McAdams	Beaverton, OR	Finished

JOE & MAC

Brian Peterson	Hendersonville, TN	Finished
Chris Dunham	Meeker, CO	Finished
Eric Nelson	Jamestown, NY	Finished
Kevin Scott	Mount Vernon, KY	Finished
Mike Ihly	Denver, CO	Finished
Adam Lowry & Erik Jones	Centralia, IL	Finished
John Batt	La Crescenta, CA	Finished
Michael Waldmer	Mound City, KS	Finished
Jonathan Goldberg	Hawthorne, NJ	Finished

THE LEGEND OF THE MYSTICAL NINJA

Rajiv Mashruwala	Houston, TX	Finished
Frank Jackson	Woodburn, OR	Finished
Craig Benetz	Philadelphia, PA	Finished

THE LEGEND OF ZELDA: A LINK TO THE PAST

Chris Baughman	Peorland, TX	Finished
Cory Allmendinger	Whittier, CA	Finished
Don Parks III	Fulton, NY	Finished
Jamie Goalds	Millers Creek, NC	Finished
Katsu Yamauchi	Richmond, BC	Finished
Jeff McLain Jr	Belvidere, NJ	Finished
Jonathan Gatheridge	Albuquerque, NM	Finished
Keith Glick	Meldrim, GA	Finished
Lucas Rotondo & Justin Stratis	Murray Hill, NJ	Finished
Pam Weber	Joshua Tree, CA	Finished

LEMMINGS

Charles Moody	Havre, MT	Finished
Hannah Evanson	Seattle, WA	Finished
Manny Waas	Norfolk, VA	Finished

MEGA MAN IV

JD Halverson	Lakewood, CO	Finished
Robert Davis	Brewerton, NY	Finished
Scott Hoefke	Burke, VA	Finished
William Bruckert	Schofield, WI	Finished
Jason Stratton	Oxnard, CA	Finished
Jerome Dupont Rachiele	Montreal, PQ	Finished
Jeff Wrigley	Renton, WA	Finished

SMARTBALL

Michael Thrash	Fort Worth, TX	Finished
Suzanne Elliot	Boston, MA	Finished
Tracey Jullian	Rochester, NY	Finished
Curtis Lindsly	Phoenix, AZ	Finished
Ian Black	Cincinnati, OH	Finished

STAR TREK

Frederick Curry	Spencer, IN	Finished
Mark Parker	Winter Garden, FL	Finished
Mike Brooks	Portland, OR	Finished
James Volkmuth	Hamlin, NY	Finished
Jason Niehaus	Roswell, GA	Finished
Matthew Bernhardt	Park City, MT	Finished
Darlene Nathan	Santa Fe, NM	Finished

SUPER MARIO WORLD

Wendell Hubbell	Olathe, KS	Finished
John Redmond	Farmington Hills, MI	Finished
Billie Jean Hepler	Ashland, PA	Finished
Brandon Hall	Winchester, KY	Finished
Clay McElveen	Columbia, SC	Finished
Hector Garcia & Kristy Lease	Lake Worth, FL	Finished
John Batchelor	New Richmond, WI	Finished
John Hughes	Revere, MA	Finished

TERMINATOR 2: JUDGMENT DAY

Mellissa Kotecki	Milwaukee, WI	Finished
Joe Kurt	Erie, PA	Finished
Scott Leininger	Schenectady, NY	Finished
Willie Jackson	Arleta, CA	Finished
Tom Goldsmith	Herndon, VA	Finished
Linda Wordington	Portland, OR	Finished

TINY TOON ADVENTURES

Branden Brown	Scenery Hill, PA	Finished
Andy Wahila	Endicott, NY	Finished
Beau Green	Port Clinton, OH	Finished
Christian Suarez	Rosemead, CA	Finished
Scott & Doug Murata	Los Angeles, CA	Finished
Vikram Chopra	Renton, WA	Finished
Eric Thiede	Kaukauna, WI	Finished
Carol Kristy	Salem, OR	Finished

TMNT III: THE MANHATTAN PROJECT

Adam Riffle	Walkersville, WV	Finished
Jonathon Thompson Jr	Milwaukee, WI	Finished
Brian Doxtader	Hurley, NY	Finished
Chris & Ryan Krueger	Medford, MA	Finished
Ken Britton	Derry, NH	Finished
Scott Ford	Buckhannon, WV	Finished
Erik Yalcin	Saint Louis, MO	Finished
Chad & Kyle Kowalski	Flint, MI	Finished

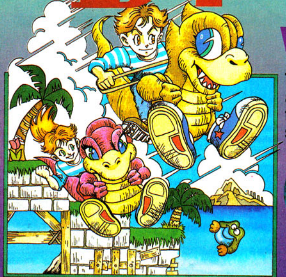
WANDERERS FROM YS III

Alex Schram	Niagra Falls, NY	Finished
Chad Hucko	Granite City, IL	Finished
Greg Moses	Fort Smith, AR	Finished
Jason Spotts	Paxinos, PA	Finished
Jim Kiley	Vestal, NY	Finished
Nick Bogovich	Thornton, IL	Finished
Timon Wilson	Bowie, MO	Finished
Scott Aaronson	Washington Crossing, PA	Finished

Join the league of Power Players by sending photos of your high scores to:

Nintendo Power Players
P.O. Box 97033
Redmond, WA 98073-9733

DINO CITY™



WELCOME TO DINO CITY!

Timmy and Jamie have been teleported to prehistoric times! Their adventure starts off when they team up with Rex and Tops, two friendly Dinosaurs. The Rockys, a gang of evil Neanderthals, have stolen a powerful fuse. Help save the Dinosaurs from extinction!

TEAM UP WITH A DINO

Timmy and Rex.

Jamie and Tops.

If you play with Timmy and Rex, you'll be able to punch enemies. By choosing Jamie and Tops, you'll be able to toss tools at enemies. We strongly suggest using Jamie and Tops to take advantage of the long range attack power.

STAGE 1

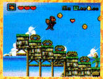
GRASS LAND

A

The first section of Stage 1 is relatively short. It introduces you to a few common enemies. Get used to jumping and using your offensive powers here. Stand in front of a door and press Up to continue on to the next section.

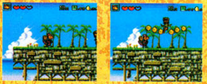
TRAMPO TROUBLE

Trampos, by nature, will bow every so often and expose the spikes on their backs. Jump and bounce off of the Trampos only when their spikes disappear.



CINDY HAS A PROBLEM

Cindy doesn't like Dinosaurs too much. We don't really know why—she just doesn't. She will persistently try to hop on you and your 'Saur. Chuck some tools at her to fend her off.



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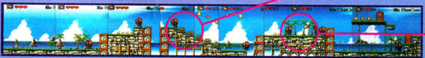
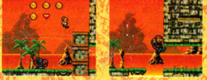


B

Various types of moving and disappearing platforms will confront you and your prehistoric companion in Section B of Stage 1. There is an area in this section where you will be required to dismount from your 'Saur in order to continue. Get used to doing this because there will be many more times when you will have to do it again.

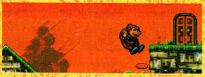
HOW ABOUT A BOOST?

Press the R Button to jump off of your 'Saur. Then jump up onto the column to move it out of the way.



MOVE FAST!

You'll have to jump quickly off of the last sliding platform in order to reach the platform by the upper door.



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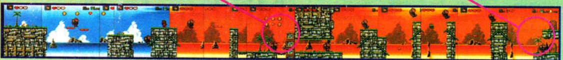

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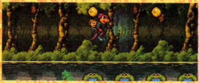
C

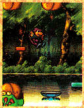
Depending on which door you take at the end of Section B, you will arrive at Section C or D. Section C's biggest menace are the huge Dino Traps which will gobble up you and your ride and then spit you back out, causing you to lose a precious Heart from your Life Gauge. Jump with caution!

MORE TRAMPO TROUBLE

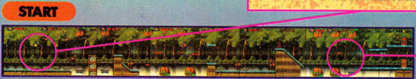
If you position your 'Saur exactly between the Trampos, you will not be damaged. Get the Hearts.



DINO TRAP ALERT



Jump carefully up to the moving platform to get through this area. Don't jump off, just fall down to the Blue Lift.

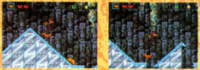


D

If not prepared, the icy slopes of Section D can pose a serious challenge and threat to your Dino team. By jumping, instead of walking about, you should be able to negotiate the slick terrain much easier. To stop sliding, just jump!

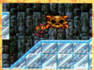
ICY SEALS

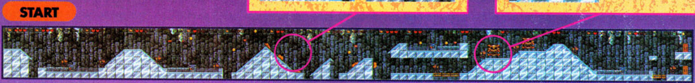
The poky Seals can easily be cleared out by jumping on them or throwing a tool in their direction.



SKULL MUNCHERS

To disable the Skull Munchers, jump up on top of them. Alone, or with your 'Saur, you'll be able to push their jaws down into the frozen ice.



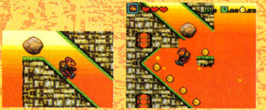


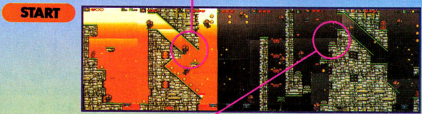
E

Get ready for serious cliff-hanging action in Section E! You and your 'Saur will have to make acrobatic leaps and negotiate some very steep terrain. Avoid the Red Winged Trampos in the central part of the section by jumping to the side of them.

ROCK 'N ROLL

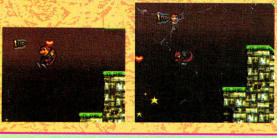
Upon entering this diagonal shaft, a boulder will come crashing down behind you. Quickly find a safe spot and let the rock pass by before continuing on.





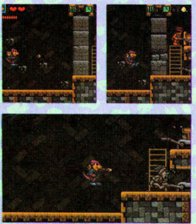
A BOOST TO THE 1-UP

First, eliminate all of the Trampos in the area. Stand on an upper ledge and jump out toward the 1-Up, press the R Button and then jump again to reach the prize.



CRASHER!

A Neanderthal with spectacles?! Stranger things have happened. Crasher operates a Block-producing contraption. Locate a safe spot to stand (there are three) and then shoot at the Blocks. When the Blocks break apart, they'll damage Crasher. You may be able to hit him with your tools, too!



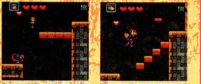
STAGE 2 THE UNDERGROUND

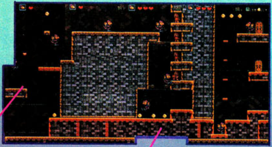
A

The Ice Cavern in Stage 1 was the only section which was underground. As you will see, all of Stage 2 is underground. However, each Section is very different. Section A is predominantly vertically-oriented. Watch out for the Barrel-tossing Rockys in the center vertical shaft. Beginning in Stage 2, you may come across some items like Eggs, Hearts and 1-Ups which appear impossible to reach. Don't give up! Every item you can see can be retrieved. It just may be a matter of perfect timing and positioning, along with a bit of finesse.

LOWER THE STAIRCASE

In order to proceed through this section, you'll have to jump off the back of your 'Saur. When you land on the horizontal platform it will transform into a diagonal set of stairs. Jump back on your 'Saur and continue onward.

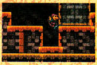




START

THE ONLY WAY TO GO

The floor moves from side to side in this section. Wait in the lowest section and move to the right.

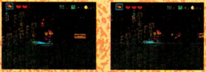


B

An underground lake is the setting for Section B. You'll have use of Water Speeders to move you across the water. Don't fall off—your Dinosaur friend can't swim. The ledges which appear here must be very old because they will break and fall away if you stand on them. However, this can be advantageous considering the placement of some of the Items.

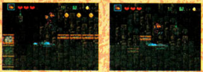
JUMPIN' FISH

The first Fish can be avoided by ducking down on the Water Speeder. Shoot the second Fish or jump over it.



LOOSE LEDGES

You can't go under the ledges here, so jump up, walk over the ledges and catch the Speeder on the other side.



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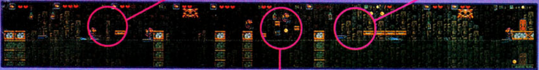
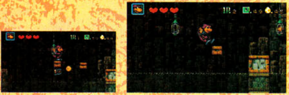


A TRICKY 1-UP

To get this 1-Up, wait on the small platform above it until it falls. Jump off and onto the next small platform just as soon as you have collected the prize.

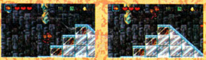


C

Again, depending on which door you exit through in a particular section, the order of the following sections can change. However, all of the sections must be completed in order to complete a stage. Section C is another tricky Ice Cavern with more crafty enemies.

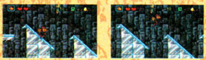
ROCKYS IN HIDING

It's safe to stand on the left side of the ledges in this area. Don't land on one of the Rockys' bayonets.



ICE SLIDES

The fact that these ledges are sloped and icy make them doubly dangerous. Don't get near the edge!



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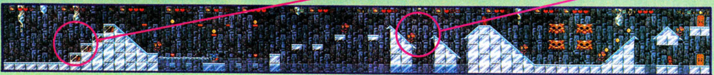
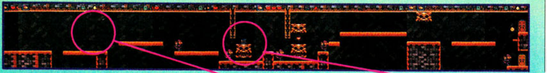




START

D

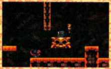
In Section D, Hedges, porcupine-like creatures, will drop down from above and will makes tracks towards you. They can attack from the front, from behind, or both directions simultaneously. If you can, shoot them as they drop.

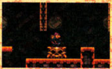
HEDGES AND LEDGES

It's bad enough that the Hedges attack from both sides, but you've also got ledges falling out beneath you.

1-UP ON THE MUNCHER

To get this 1-Up: dismount, run under the Skull and then hop up on top. Now push the Skull Muncher down.





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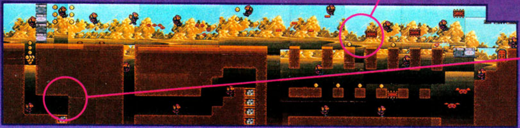
E

Section E is one of the more intricate levels in the game. There are several possible routes which will take you and your 'Saur to the exit.

SPIKED BARRIERS

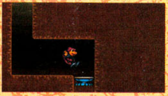
Timing is the key to getting past the Spiked Barriers without taking a hit. Watch their movements closely.

START



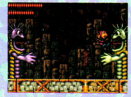
THE LIFTS APPEAR

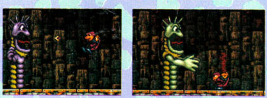
Hidden behind each column is a Blue Lift which will raise you upwards. Don't worry, in this level there are always Lifts under the columns.



MONSTER MOLES

The guardians of Stage 2 are the Monster Moles. These odd-looking twins will do their best to stop your progress. Their hands and bodies will not harm you, but don't touch their spiked heads or the beams which they cast. Shoot their mouths to destroy both of them.

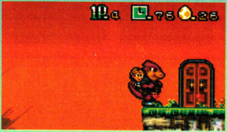




Duck down to avoid the beams which the Monster Moles shoot out. You can jump over them, too.

BONUS STAGES

Various types of Bonus Stages will appear throughout the game. If possible, exit each section through the darker colored door. Unfortunately, the darker door is usually more difficult to reach than the lighter door.

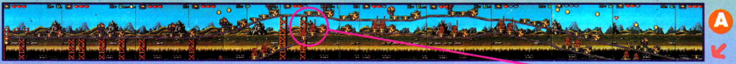


Proceed quickly to the right while hopping from ledge to ledge and grabbing items.

It's a free-fall free-for-all! Say that three times fast while you grab as many items as you can.

Jump on the trampolines to bounce up to the items as they pass overhead.

STAGE 3 THE RUINS



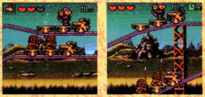
START

A

Get ready for the ride of your life! Section A puts you and your 'Saur on track for a tricky train ride. You'll be confronted by Barrel-carrying C. Birds and Rockys with spiked poles who ride trains above and below you. However, the most difficult thing about riding the trains is staying aboard them! They move quite quickly.

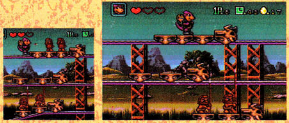
LOOK OUT BELOW

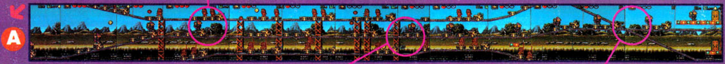
A pair of red-bearded Rockys will appear on a train below you. Move to the front of your train to avoid their spiked poles. They'll drop from sight for a while, but they'll reappear all too soon.

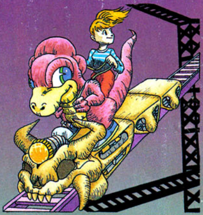


MAKE THE JUMP

You'll want to jump up and ride the upper train in this area. However, you'll have to get rid of the two Barrel-tossing Rockys first. Jump up and shoot them quickly.

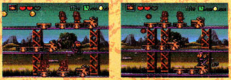






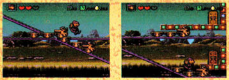
A DIFFICULT 1-UP

If you want to get the 1-Up here, you'll have to jump down to the lower train. It's difficult to do because you have to get rid of the Rockys and jump back to the upper train.



TRAIN TRANSFER

To get to the lower dark door, you should be riding the upper train. Be careful not to get automatically transferred to the lower train when the train tracks cross.

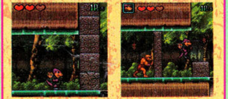


B

Section B puts you immediately into the fray! A whole bus load of Rockys will charge at you and troops of Moles will surface to make your life difficult. Keep firing off your tool weapons as you move slowly to the right. However, don't move too slow, the Moles may surface right beneath you! Bounce off of Cindy's head at the end of the section if you want to reach the upper exit.

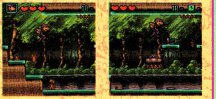
HERE COMES PRESS!

As Press closes in on you, a row of Blocks will fall in front of you. Shoot away the Blocks. If Press gets too close, you can dismount and temporarily freeze him with your Remote Control weapon.



RIDE THE BARNACLE

When the first Barnacle drops down, avoid its spikes and then jump on top of it. Ride it up and jump to the platform where the 1-Up is located. Watch out for the other Barnacles!



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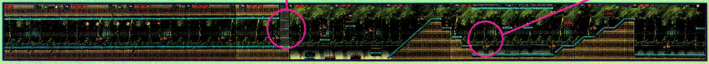
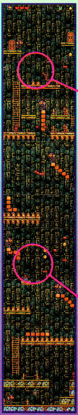


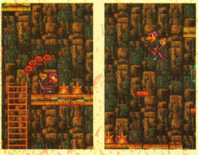
C

Section C in Stage 3 is vertically oriented and is reminiscent of Roy's Castle in Super Mario World. You'll be required to ride a few series of moving Blocks, climb ladders and avoid several areas of Spikes and Fireballs. It's much easier said than done! Be sure to grab the easy 1-Up when riding on the moving Blocks.



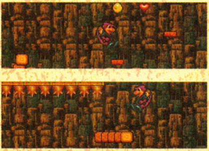
FIREBALL MADNESS!

To avoid the Fireballs, stand just to the left of the Spikes and duck down. The Fireballs should fly right over you. Quickly jump to the right and then jump up to the far right moving platform. After jumping to the platform on the left, you'll be ready to jump to either exit.



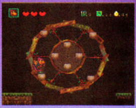
A MINOR DETOUR

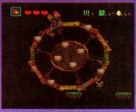
To grab a couple of extra Hearts and some valuable Eggs, jump off of the series of moving Blocks and onto the small moving platform. Wait on the right platform until the moving series of Blocks comes up and around to you. Jump on it and continue upward.



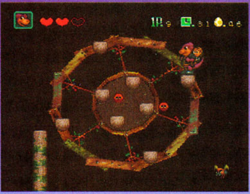
D

This is no amusement ride. The "Careless Circus" can be the section which tries your nerves the most. The main enemies are Bees. They are limited in number, but they're certainly the most bothersome and they can be terrifying if they gang up on you.



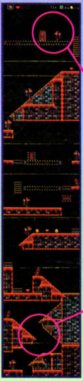


The Bees move in a totally random manner. Shoot them quickly or stomp them. You're bound to take a few hits from the Bees so grab all of the Hearts you can.



E

Section E is another vertically-oriented level. This time, you'll have to deal with Barrel-tossing Rockys, moving flooring, spiked barriers, ladders and conveyor belts. It's a little known fact that the conveyor belt was actually invented in the Stone Age. This game proves it! Cindy awaits your arrival at the top.

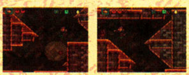


THE DOOR GUARDIAN

Cindy will appear again as you make it to the top of the last ladder in the section. Defeat her as before.

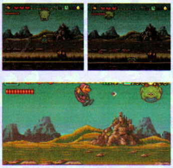
BARREL TOSSERS

Deal with the Barrels which the Rockys toss in the same manner as other enemies. Shoot, stomp or avoid them.



TRAMPO BIRD

This is a relatively easy Boss to handle. The Trampo Bird will spit out Trampos. Bounce on the Trampos in order to get into position to shoot at the Trampo Bird. Watch out for the Fireballs, though.



Bounce up to the Trampo Bird's elevation and let him have it with your tool weapon. It will take several hits to defeat him.

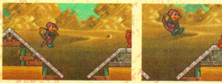
STAGE 4 DANGER VALLEY

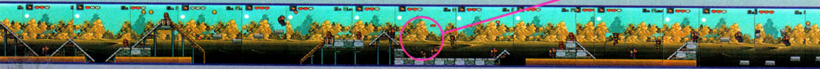
The number of enemies and general hazards per section starts to rise in Stage 4. The terrain becomes more varied and difficult as well. C. Birds will arrive in droves and will drop Rockys down upon you. Several psycho Cindys will also test your patience.

RT

LURKING ROCKYS

Proceed slowly in this area and shoot just as soon as the red Rocky scrolls onto the screen.



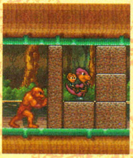


There aren't a lot of enemies to defeat in Section B and it's fairly short, but watch your step—you now what's coming up next! ominous, huh?

START

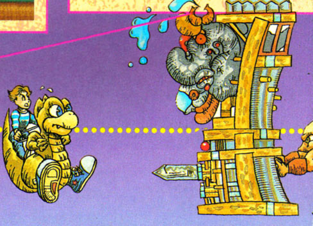
OUTSMART PRESS

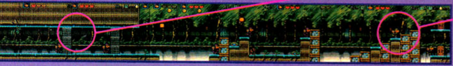
In the first half of Section B, two columns of Blocks will drop down in front of you. Blast all but one in the first column and blast all but two in the second. After blasting the second column, jump back onto the remaining Block in the first column.



MORE FALLING COLUMNS

Don't count on there being any Lifts hiding behind the columns in this section. There aren't any.



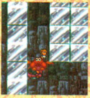


A vast Ice Cavern awaits you and your prehistoric buddy in Section C. The first half is relatively simple to get through, but when you get to the ropes, you'll have to concentrate on your every move.

RT

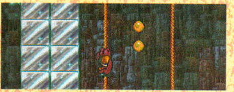
STOMP THE TRAMPOS

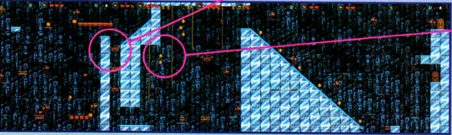
Defeat the Trampos by standing on the back of your 'Saur. Mount up quickly after defeating the lowest Trampo and press Right.



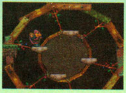
DINOSAURS CAN CLIMB ROPES! REAL

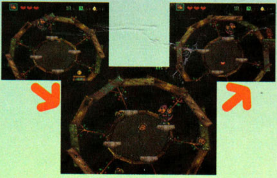
At times, small Dinosaurs climbed vines to reach food, so they are natural climbers. Press Up to grab a rope. Press Right or Left and the B Button to jump off or move to another rope.

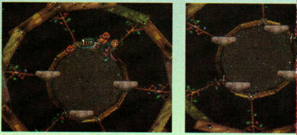




The dreaded Careless Circus Wheel rides again! This time, the wheel changes directions. The rotation is the same, but the movement changes from
to horizontal.
tay on an up-
tform except
ropping down
Heart.





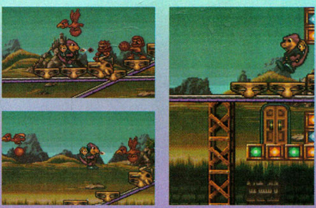


As before, Bees will be your biggest headache while riding the w
out for Barrel-tossing Rockys, too. It may be wise to try to jump a
some of the Bees—especially if they start to swarm.

LY?

heel. Watch
nd stomp on

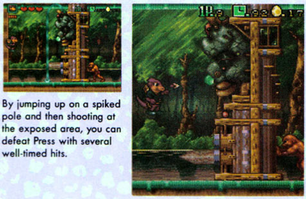
E The elevated action never seems to end! You'll be required to switch trains more often this time around. There are two vertical barriers which will make you jump from the train you are riding and drop down to a lower train. Towards the end of the ride, you'll want to hop up to the uppermost train.



Rockys love to ride the rails. They certainly can make things difficult for a determined Dinosaur. Watch out for Barrel-tossers from above and spiked pole bearers from below. A few C. Birds will make an appearance, too.

PRESS

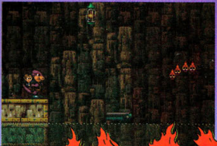
Talk about strange! This is the weirdest contraption in the game. It's hard to tell exactly what it is, but no matter—it's coming right at you! You can jump on one of the spiked poles when they extend out. Wait for the water barrier to disappear then shoot at the bright, round exposed area. To slow the movement of Press you can dismount and freeze the Press Caveman with your Remote Control.

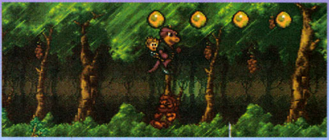


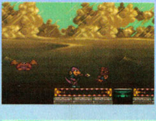
By jumping up on a spiked pole and then shooting at the exposed area, you can defeat Press with several well-timed hits.

MUCH MORE DINO ACTION

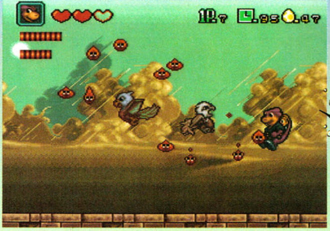
Stages 5 and 6 will challenge even the most skilled game players. The action is non-stop. By the time you reach the last Stages, you should have collected mass quantities of Eggs. The quantity of Lives which you have in reserve will be crucial in your quest to complete the game and save your Dinosaur friends. Don't let the Rockys rule.

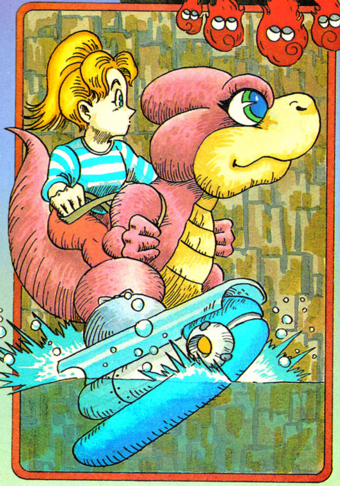






New enemies, like the Fire Birds, will continue to appear in the last two stages of DinoCity. Can you make it to Mr. Big?





SPIDER-MAN®

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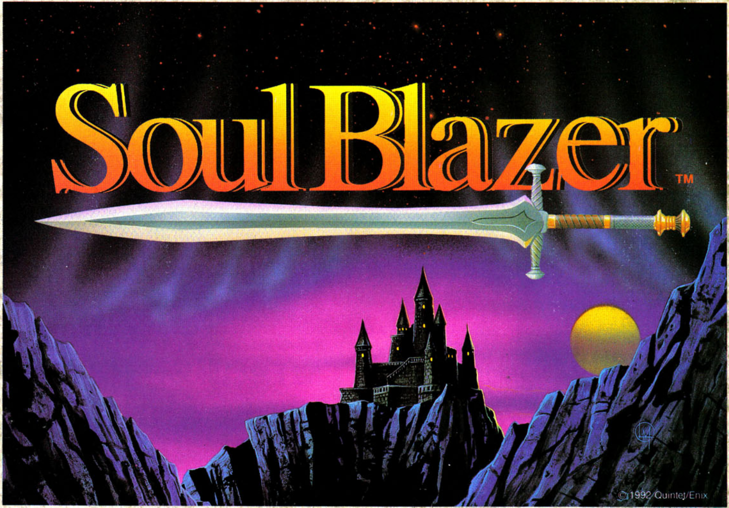
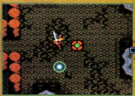


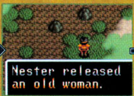
BLAZING NEW TRAILS

Enix hits on a winning combination of role playing and action with its new Super NES title, Soul Blazer. The role playing takes place in several towns and compounds, where players search for secrets and ferret out clues from each area's inhabitants. They travel to many other destinations for action-packed sequences as they fight to free unjustly held prisoners. Six vast regions, ranging from frosty mountaintops to undersea caverns, are filled with the evil legacy of genius gripped by greed. The Soul Blazer must break that deadly grip.

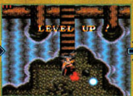
DEATHTOLL ECHOES THROUGH THE FREIL EMPIRE

The once-kind King Magridd let his greed get the better of him. He captured Dr. Leo, an engineering genius, and made him make a machine that would summon the ultimate evil, Deathtoll. Summon him it did, and when he arrived, the Freilian people learned the true meaning of evil, as one by one, he trapped them in his well-guarded lairs.

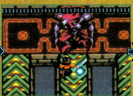

If you challenge Deathtoll, defeat the lair guards first.

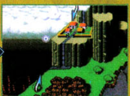

Nester released
an old woman.

When you open lairs, you will sometimes release Freilians.



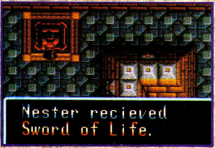
As you fight, you'll raise your experience level.


Supremely wicked beasts guard each of the regions in Freil.


Get the special Stone and go to the next imprisoned area.

Area 1 GRASS VALLEY

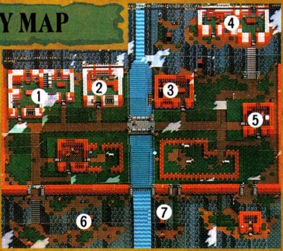
Once a busy town, Grass Valley is now deserted. Before its inhabitants were imprisoned by Deathtoll, the town boasted a Water Mill, a grand house for the village chief, and a population that had a kinship with animals. If you free them, the people can rebuild their town.



Nester recieved
Sword of Life.

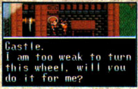
GRASS VALLEY MAP

1 Village Chief's House
2 Village Store
3 Mill House
4 To Leo's Painting
5 Lisa's House
6 To the Underground Castle
7 Treasure Cave



The West Underground Castle

The cave entrance in the southwest leads to the western Underground Castle. Many treasures await there. Some are gifts from the people you free, others lie in secret places and Treasure Chests. Free the Water Mill operator, return to town and help him turn the wheel. When power returns to the castle, use the elevator to reach its eastern rooms.



Castle.
I am too weak to turn
this wheel. will you
do it for me?

The East Underground Castle

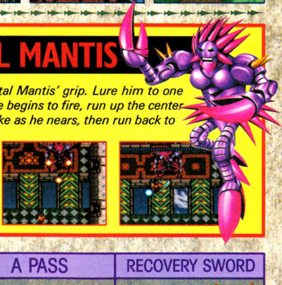
Dr. Leo's daughter, Lisa, is being held in the east wing of the Underground Castle. When you free her, return to town and use the Dream Rod to see what she's dreaming about. When Lisa wakes from her dream, she'll tell you to find her father's paintbrush and return for more information.

Dr. Leo's Painting

Equip Leo's Paintbrush and go view the painting in the Village Chief's house on the top of the hill. You'll find that the painting is more than just life-like; it's alive. Inside is a new world inhabited by fierce enemies, some unfazed by the weapon you have now. Come back and fight them later with a stronger sword.

METAL MANTIS

Avoid the Metal Mantis' grip. Lure him to one side and, as he begins to fire, run up the center conveyor. Strike as he nears, then run back to one of the corners and lure him over again.



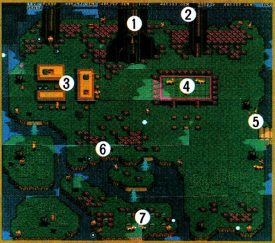
TORNADO	DREAM ROD	LEO'S BRUSH	A PASS	RECOVERY SWORD
 Tornado Magic creates a defensive twister. It blows around you in a circle, protecting you from attack and menacing your enemies. You'll earn it in a later stage. Give it a whirl.	 The Dream Rod, which you'll find in a Chest in the west Wing of the Underground Castle, lets you listen to dreams. You'll use it to uncover secrets in the land of Nod.	 The brush that Dr. Leo used to paint his scene holds special power. According to a newly-freed Tulip, eavesdropping on Lisa's dream will help you find the paintbrush's hiding place.	 You'll free two boys in Grass Valley. One won't tell you where he's hidden a treasure, the other denies you passage to a cave—unless you have the Pass. Crabwalk to uncover it.	 You'll find the Recovery Sword after you've returned to beat some previously invincible enemies. It can be a lifesaver because it refills your energy meter after battles.

Area 2 GREENWOOD

When you mutilate Metal Mantis, the Village Chief will give you a Brown Stone, and the Master will recall you to the Grass Valley Shrine. There are six stones in all, and this one lets you Move to GreenWood, a new area that has three mysterious shrines to explore.

GREENWOOD MAP

1 Guardian of the Woods
2 Exchanger
3 Restaurant
4 Stage
5 To the Marsh
6 Mole's Hole
7 Cemetery



The Water Shrine

You'll find that the inhabitants of GreenWood are feathered and four-footed friends to a soul-weary warrior. When you find Delicious Seeds in the Water Shrine, take them to a Squirrel and get the Psycho Sword in return for your kindness.

The Fire Shrine

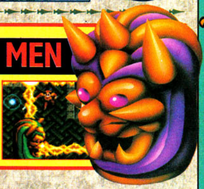
Tap into a Stump's dream to find out how to reach the Treasure Chest that holds the Ice Armor. Wearing it, you can walk across coals in the Fire Shrine without being burned.

The Light Shrine

You must prove that you're from GreenWood to ride the Rafts to the Light Shrine. The only proof the Rafts will accept is buried with Turbo, Dr. Leo's dog. Ask the Crocs to let you use their backs as bridges over to the cemetery.

THE STONE MEN

Before fighting the three Stone Men—put on the Shield Bracelet you got from the Mole. Attack when they're moving.



PSYCHO SWORD

You'll need a stronger sword to combat the fiercer enemies in GreenWood's shrines. Feed a hungry Squirrel and, in return, it will give you the Psycho Sword, which can stun invincible enemies.

THE SOUL OF LIGHT

Although Moles usually have poor vision, in GreenWood one of them has a Soul of Light. When that enlightened soul joins you, you'll be able to see in the darkened basements of the Shrines.

DELICIOUS SEEDS

The hungry Squirrel is craving Delicious Seeds, which are hidden in the Water Shrine. When you find the Soul of Light, you'll be able to search the basement for Treasure Chests. Open them all.

LIGHT ARROW MAGIC

The amazing Light Arrow Magic shoots bolts of brilliance in all directions, allowing you to attack strong enemies from a safe distance. It's powerful magic that takes eight Gems per use.

THE ICE ARMOR

Keep cool with the Ice Armor. It's in the Treasure Chest in GreenWood. The chest is in plain view, but you can't get to it until you intrude on the Stump's dream and clear bushes from the path.

GREENWOOD'S LEAVES

Moles can't see in broad daylight, so help Monmo find her home. Once there, she'll leave you the Mole's Ribbon. Take it to the Mole blocking the tunnel. When he leaves, talk to the other Mole.

MOLE'S RIBBON

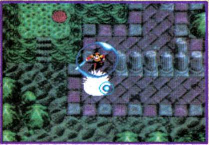
Once you've taken the Mole to her nest, she'll give you the Ribbon. Give this Ribbon to the second Mole and receive the Shield Bracelet, which reduces battle damage by one half.

SHIELD BRACELET

The Shield Bracelet that you receive from the Mole is a valuable piece of armor. Once you have Equipped it, the Shield Bracelet reduces by one half the amount of damage inflicted by enemies.

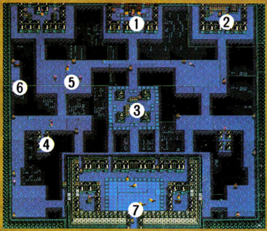
Area 3 SEABED SANCTUARY

Take a dive in Area 3, the Seabed Sanctuary. According to a Dolphin, there were once four Mermaid Statues in the sanctuary that kept creatures from getting lost. If you return them to their rightful places, they will open a beautiful new region for you to explore.



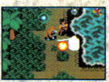
SEABED SANCTUARY

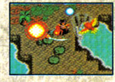
1 The Queen's Palace
2 Herb Shop
3 Mermaid Statues
4 To the Dolphin's Prison
5 The Queen's Dancers
6 The Big Pearl
7 To the Seabeds



Southerta And Rockbird

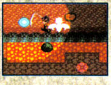
Fast-moving, meddlesome creatures inhabit the island areas of Southerta and Rockbird. You can't breathe under water, so look in Southerta for the secret to the Bubble Armor. After a Mermaid Statue clears the way, search the shores of Rockbird to find the Soul of Shield.

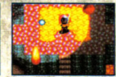




Durean

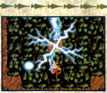
Durean is an underwater volcano oozing with fiery lava. Small—but tough—enemies abound, and some of them are invincible at this point. When you venture into this area, bring the Mermaid's Tear to turn lava into ice.

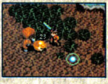


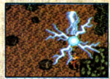


Blester

Rain pounds the stormy isle of Blester, but you'll get help from another force of nature. Using the Thunder Ring that you got from Lue, you'll be able to attack enemies with the awesome power of lightning bolts.

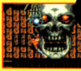


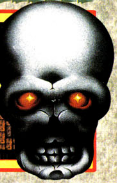




SKULL MASTER

A gigantic skull is master of the scuttled Ghost Ship. To battle the cranium creature, attack from the side as it dips near and dodge the skeleton hands.





BUBBLE ARMOR

You'll be given the Bubble Armor by someone you free from a lair in Southerta. Wearing this armor, you can venture safely into the deepest, most treacherous waters.

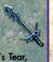
MERMAID'S TEAR

The Mermaid's Tear is resting in a Treasure Chest in the Seabed Sanctuary. When used in the right location, the icy tear can quickly turn molten lava into cold stone.

SOUL OF SHIELD

Another Soul joins you when you clear Rockbird Island. With the Soul of Shield, traveling becomes safer than before. The shield offers some protection from damage.

CRITICAL SWORD



The Critical Sword increases your attack power. After you dash to the top of Durean's volcano and use the Mermaid's Tear, look for it in a Treasure Chest in the east.

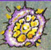
THUNDER RING

A Dolphin holds the key to thunder. If you visit Lue once he's free, he'll give you the Thunder Ring. Equip the ring and touch a pyramid to make lightning strike.

THE BIG PEARL

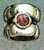
To find the Big Pearl, ride a Dolphin to a remote Treasure Chest in the Seabed Sanctuary. Present the pearl to a dreaming Dolphin to open a secret area for exploration.

MAGIC FLAIR



The Mermaid in the small room on the sanctuary's west side grants the gift of Magic Flair. She tells you that the magic is especially effective against flying monsters.

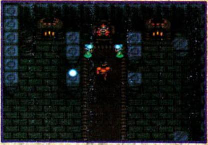
POWER BRACELET



Search for the Power Bracelet in the Seabed of St. Elles, before you reach the region of the Ghost Ship. It's a powerful find—it doubles the strength of your attack.

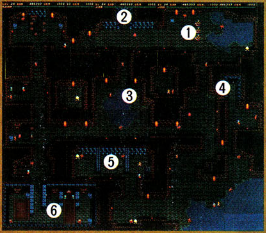
Area 4 SOUL OF THE MOUNTAIN

The King of the mountain region is missing, and you must find him. From icy ridges to underground lakes, the area holds secrets and danger. Return often to the Soul of Mountain House and talk to the beings you rescue. Free the King to learn the secret of the Phoenix Magic.



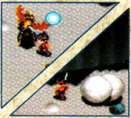
MOUNTAIN REGION

1 The Slug Race
2 To the North Slope
3 Mushroom Shoes
4 To the Ice Slopes
5 The Mountain Jail
6 The King's Throne



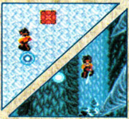
North Slope & Aurora's Ridge

Be wary of the Moose on the North Slope. They look like deadbeats, but when you near, they charge! You'll also be attacked by Snowballs that get bigger as they roll around. The sword is of no use against them. Crash them into rocks.



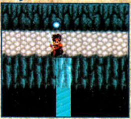
Snow Mountain & Ice Hill

You'll slip and slide when you reach the ice fields. You don't have ice skates, but in the Mountain House you can get Mushroom Shoes that improve the footing. Watch out for the huge Ice Crystals. When they explode, their shards are deadly.



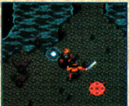
The Ice Field Of Laynole

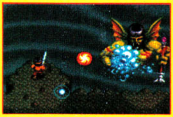
The Ice Field of Laynole is a maze of paths, some of which are connected by disappearing ice bridges. The blue flashes show where it's safe to walk. Search the area thoroughly to find the Lucky Blade and the powerful Rotator Magic.

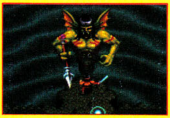


Underground Lake Lune

A passage leads from the Soul of Mountain House to subterranean Lake Lune. Vanishing Wizards there throw fire in three directions. Defeat them before you go exploring. Look for a hidden Master's Emblem on one of the rocky outreaches.







POSEIDON

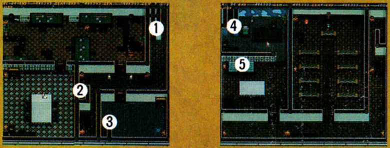
Poseidon's fork emits a deadly ray, but if you have a Magic Herb, you'll be able to survive. Avoid the Fireballs by staying on the center outcropping and attack with your Lucky Blade.

MAGIC ARMOR	MUSHROOM SHOES	LUCKY BLADE	ROTATOR MAGIC
The coveted Magic Armor, which you'll earn in the Ice Field of Laynole, has a special power: it cuts by one half the number of Gems you need to cast magic spells.	The ever-so-chic Mushroom Shoes are coated with snail goo. You won't be able to tap dance, but the sticky goo lets you walk on the vast ice fields without slipping around.	The Lucky Blade is four times as powerful as the Sword of Life. It also increases your chances of garnering lots of Gems when you defeat your enemies.	Use Rotator Magic to protect yourself or attack foes beyond the reach of your sword. Hold the Y Button to activate the ring of fire.

Area 5 DR. LEO'S LABORATORY

Area 5 takes you a step closer to understanding Dr. Leo. His lab—and the models he created—tell much about the genius who helped bring the land to its present state of ruin. Leo liked cats. Talk to them and search the entire house, from basement to attic, for clues.

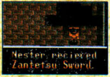
HOUSE FLOOR PLAN



1 To the Second Floor
2 To the Power Plant
3 To the Basement
4 To the Attic
5 Town Models

Laboratory Basement

Take the stairs down to the Basement and look for the Door Key to the dining area. In the darkness downstairs you'll walk along a network of narrow pipes and battle enemies. Free the house's furnishings for more information, and search out the Mystic Armor and Zantetsu Sword.



Nester recieved Zantetsu Sword.

Models Of Towns

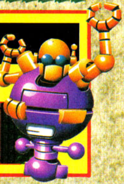
Before he disappeared, Leo created scale Models of two towns. When you touch them, you'll be drawn into their dangerous streets. Find the Soul of Detection so you'll be able to see invisible foes, and use Rotator Magic to reach remote enemies. Don't miss the Treasure Chests nested between the houses.

Power Plant

The Power Plant looks much like the Basement, but here you'll have to cross some high voltage walkways, so be sure to don your Ice Armor for protection. Pay attention—it's easy to lose your way on the perplexing pipelines. As you search for clues about Dr. Leo, time your steps to avoid the invincible enemies on certain pipes.

TIN DOLL

The Tin Doll darts around and is most dangerous when it spreads its arms and starts to fire. Follow its path and strike when it first stops, before it mounts its attack.



DOOR KEY

You can see what's behind the Dining Room door, but you can't open it until you find the Door Key, which is hidden in the dimly lit Laboratory Basement.

MYSTIC ARMOR

Increase your defensive power with upgraded armor. Look for the Mystic Armor, which makes you invincible for a short time, downstairs in the Basement.

ZANTETSU SWORD

The mighty Zantetsu Sword also lies hidden in the Laboratory Basement. Information on its hiding place can be gleaned from the furnishings in the house once you have set them free. This sword is strong enough to beat the previously invincible enemies in Leo's Painting and the Fire Shrine. When you find it, go back to battle those fierce foes. Wear the Mystic Armor for extra protection.

SOUL OF DETECTION

With the Soul of Detection on your team, you'll be able to see enemies that were invisible before. It's especially useful when you explore the Town Models.

LEAVES

When the cat's away, the mice will play—and give you information. When you find the Catnip Leaves, you can lure the cats out of the room into the hall.

SPARK BOMB

Use the Spark Bomb magic to lay land mines that will blow up later. It's tricky to use, but if you time it right, they can have a very explosive effect.

LIGHT ARMOR

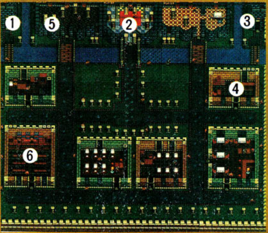
The Light Armor boosts your power of defense. It actually makes you invincible to the attacks of those pesky minor enemies that hound you in some regions.

Area 6 MAGRIDD CASTLE

Many mysteries are solved in Magridd Castle as, one by one, key characters arrive to tell their stories. With each freed prisoner, the castle and surrounding village is rebuilt, and the truth about the greedy king and his cruel acts comes out. Here you will finally meet Dr. Leo.

CASTLE REGION

1 The Left Tower
2 The King's Throne
3 The Right Tower
4 The Queen's House
5 To the Basement
6 The Music Hall



SPIRIT SWORD

Use the Spirit Sword to fight spirits and demons. You'll find it in the Torture Chamber.

HARP STRING

The Harp String of the disobedient harpist can be found in the Torture Chamber.

PLATINUM CARD

The soldier standing on the Platinum Card will move when the harpist plays music.

VIP CARD

The queen holds a pass that allows Very Important People to enter the Right Tower.

ELEMENTAL MAIL

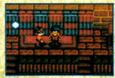
The Elemental Mail found in the castle is potent protection against damage in danger zones.

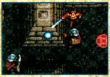
SOUL OF REALITY

When you're joined by the Soul of Reality, you'll be able to see things for what they really are.

The Left Tower

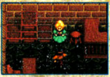
The Platinum Card is under the foot of the soldier in the music hall. When the harpist plays, the soldier moves forward to listen.

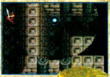




The Right Tower

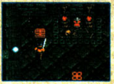
A nice word to the queen before you enter the Right Tower will earn you a nice reward. Find the Soul of Reality so you can see hidden halls.

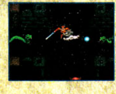




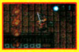
Torture Chamber & Basement

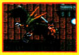
Use the Spirit Sword to beat the Floating Spirits in the Basement.





DEMON BIRD

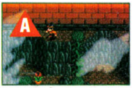


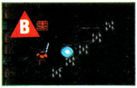


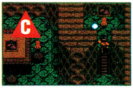
Stand with your back to a wall and attack when the Demon Bird flies by on the diagonal.

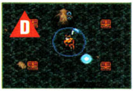
MASTER'S EMBLEMS

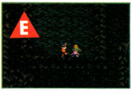
There are eight Master's Emblems. When you find all eight in the areas shown, go to the GreenWood Gem, where the fairy will grant you the ability to use Magic without using Gems.

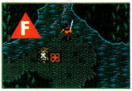


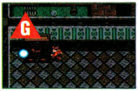


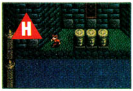


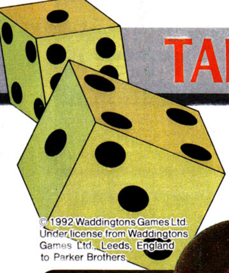












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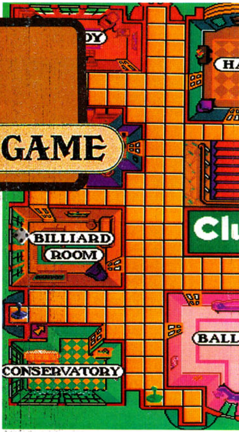
TAKE A CHANCE ON A PAIR

Those other famous bros. bring two new titles to the Super NES this month, and the pair, Monopoly and Clue, will have players rediscovering the fun of these classic games—without dusting off their boards. Both remain true to the

Clue™

PARKER BROTHERS
CLASSIC DETECTIVE GAME

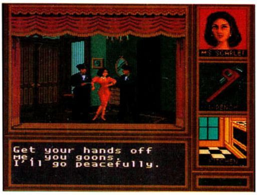


Gung ho gumshoes and savvy sleuths will find Clue more fun than ever in its video version. It has five difficulty levels, ranging from Amateur to Detective, and you can play with as few as three or as many as six players. The game selects random murder scenarios, and its fast pace keeps the investigation rolling right along.

The Lineup:

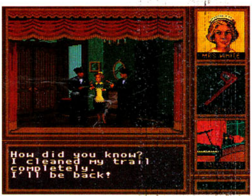
Some Suspicious Characters

All of the familiar faces are back in the Super NES Clue lineup, and you can choose to be any one of the six suspects. Professor Plum, perhaps . . . or the marvelous Miss Scarlet? At the outset, no one knows who the guilty party is—you might even end up accusing yourself of the gruesome crime! Scarlet might get the first crack at the evidence because she's always the first to roll the die, but she's also often involved in the crime. As you investigate, choose your words wisely. You can ask only so many questions, make so many suggestions—and if you falsely Accuse someone, the game's over for you. The others will be left to uncover the vital clues.



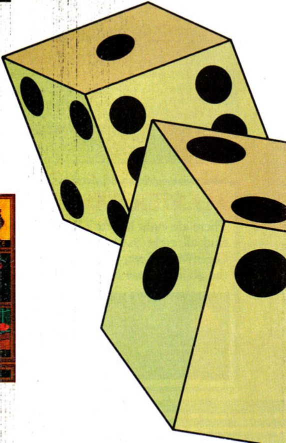
```
Get your hands off
me, you goons.
I'll go peacefully.
```

Miss Scarlet is a common criminal . . .

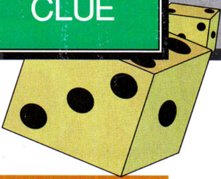


```
How did you know?
I cleaned my trail
completely.
I'll be back!
```

. . . and the maid has a mean streak.



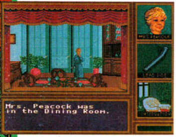
originals, keeping the fun factor while eliminating the need for game boards, pieces and cards. In fact, fans of the board games might find that the faster pace of the video versions actually adds to the games' interest.

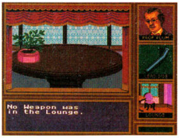


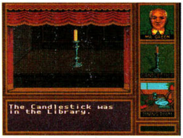
Don't Be Clueless—Take Notes

All determined detectives log the clues they discover—and you should, too. Keep track of where people and weapons are found, and consult your notes before you Suggest solutions or Interrogate witnesses. Clues are easy to come by in the low levels, but you'll have to work for the tips you get as you climb through the ranks.

LOUNGE
DINING ROOM
ROOM
KITCHEN

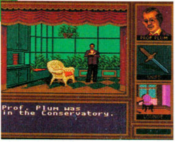

Mrs. Peacock was
in the Dining Room.
MRS PEACOCK
LEAD PIPE
CONSERVATORY

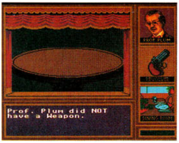

No Weapon was
in the Lounge.
PROF PLUM
LEAD PIPE
LOUNGE

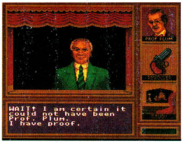

The Candlestick was
in the Library.
MR GREEN
CANDLESTICK
DINING ROOM

Professor Plum's No Patsy

Professor Plum keeps his nose clean. The odds are against winning if you try to press charges against him. He always seems to have an alibi, so he's the least likely of the suspects to be convicted of the crimes. It rarely pays to Accuse him without Interrogating him first for solid evidence.

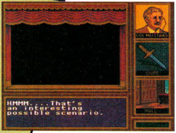

Prof. Plum was
in the Conservatory.
PROF PLUM
KNIFE
LOUNGE


Prof. Plum did NOT
have a Weapon.
PROF PLUM
REVOLVER
DINING ROOM

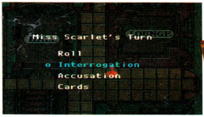

WAIT! I am certain it
could not have been
Prof. Plum.
I have proof.
PROF PLUM
REVOLVER
STUDY

Read Between The Lines

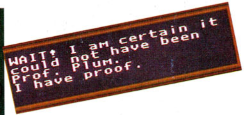
When it comes to the Interrogation process, listen to what the others have to say. If they claim to have proof that the person you've fingered is innocent, believe them. It means that they're holding vital evidence refuting your theory. If you go on and Accuse, you'll be the one who pays the price. On the other hand, if they find your hypothesis interesting and possible, go for it. You'll crack the case every time.


HMMM....That's
an interesting
possible scenario.
COL MUSTARD
KNIFE
HALL

It's possible? Convict the crook!


Miss Scarlet's Turn

Roll
o Interrogation
Accusation
Cards

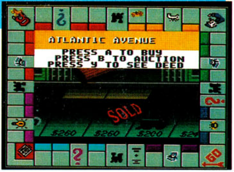

WAIT! I am certain it
could not have been
Prof. Plum.
I have proof.

MONOPOLY™

Atlantic City, here we come. Monopoly, the perennially popular board game played by millions worldwide, arrived last year for the NES. Now Parker Brothers introduces a Super NES version that is bound to please fans of the original board game, which has fascinated would-be land barons for more than half a century. If you fancy making your millions in real estate, Super NES Monopoly is the place to hone your buying, trading and developing skills. You can bid against up to seven other players in the hottest real estate market around.

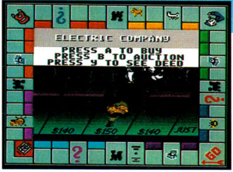
It's A Buyer's Market

You can choose to play either the traditional game, in which everyone starts with the same amount of cash and no property, or one of several preset games that arbitrarily distribute the property and the wealth. If you play the traditional game, you'll land in a red-hot real estate market. Everybody wants to buy the big name properties, but unless someone puts a title up for auction, you have to land on a property before you can make an offer. The best strategy is to buy everything you have the bucks for. You can always trade a less desirable piece of land for something better later on.



ATLANTIC AVENUE

PRESS A TO BUY
PRESS B TO AUCTION
PRESS Y TO SEE DEED



ELECTRIC COMPANY

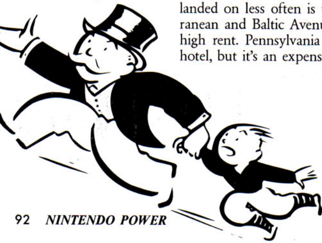
PRESS A TO BUY
PRESS B TO AUCTION
PRESS Y TO SEE DEED

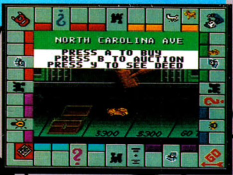
It's A Matter of Greed

In Monopoly, your goal is to bankrupt opponents and collect all of the property and wealth for yourself. Sure, winning marks you as a ruthless, greedy person, but what the heck? It's just a game. And it isn't what you start with that counts—it's what you end up with. The Railroads are popular with players because they require relatively little investment, and they're one of the properties that players land on most frequently. Early in the game they bring in critical steady money, especially if you own all four, but their value declines in comparison to that of developed monopolies.

The High Rent District

Once developed, Boardwalk and Park Place have the highest rents, but that doesn't necessarily make them the most valuable monopoly. The only monopoly that's landed on less often is the dark purple duo of Mediterranean and Baltic Avenues. The green monopoly is also high rent. Pennsylvania Avenue rents for $1400 with a hotel, but it's an expensive site to develop.



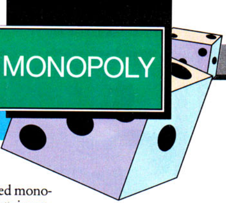


NORTH CAROLINA AVE

PRESS A TO BUY
PRESS B TO AUCTION
PRESS Y TO SEE DEED

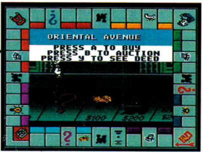
The properties in the green monopoly are the most expensive to develop, but they yield high rents.

© 1992 Parker Brothers division of Tonka Corporation



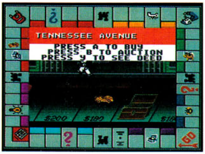
On The Beaten Path

It doesn't matter how high the rental rates are for your different properties—if no one lands on them, you collect nothing. On the other hand, even if they're popular stop-over spots, as are the Railroads, if you can't develop them, they lose value as other properties develop. Try to buy up the orange and red monopolies. They have moderate investment costs and pay off frequently.



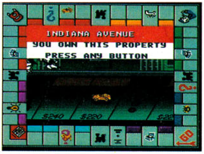
ORIENTAL AVENUE
PRESS A TO BUY
PRESS B TO AUCTION
PRESS Y TO SEE DEED

Undeveloped, the light blue is low rent, but an investment of $250, raises the rent astronomically.



TENNESSEE AVENUE
PRESS A TO BUY
PRESS B TO AUCTION
PRESS Y TO SEE DEED

Tennessee Avenue gets lots of traffic. Once you've built a hotel there, it pays off handsomely.

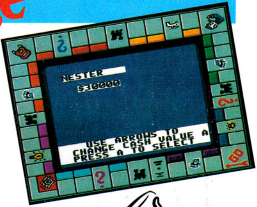


INDIANA AVENUE
YOU OWN THIS PROPERTY
PRESS ANY BUTTON

Indiana Avenue is famous for the number of tourists that stop in. A night's stay in its hotel is $1050.

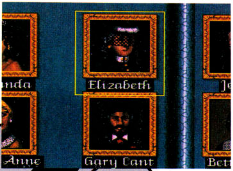
Get The Winning Edge

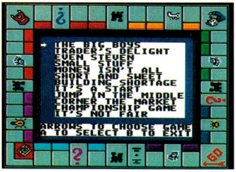
O.K., so you can't steal from the bank in the video version—you can still give yourself a cash advantage. If you're challenging computer opponents, especially less savvy types like Jeeves or Elizabeth, you can give yourself a huge cash reserve, while they begin with $1500. (Note: Human opponents probably won't be as cooperative.) You can also get the edge by assigning yourself prime pieces of real estate before you start. Or, for variety and a wild challenge, start with one of the 12 preset games.



NESTER
$30000

USE ARROWS TO
CHANGE CASH VALUE A
PRESS A TO SELECT



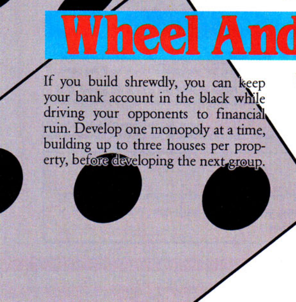


THE BIG BOYS
TRADER'S DELIGHT
EVEN STEVEN
SMALL STUFF
MONEY ISN'T ALL
SHORT AND SWEET
BUILDING SHORTAGE
IT'S A START
JUMP IN THE MIDDLE
CORNER THE MARKET
CHAMPIONSHIP GAME
IT'S NOT FAIR

ARROWS TO CHOOSE GAME
A TO SELECT B TO EXIT

Wheel And Deal

If you build shrewdly, you can keep your bank account in the black while driving your opponents to financial ruin. Develop one monopoly at a time, building up to three houses per property, before developing the next group.



In the land of ruthless landlords, you either bankrupt the competition . . . or hit the streets yourself.

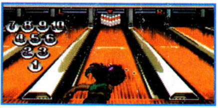
NESTER
$33704

Fat-cat land barons find themselves sitting on top of the world—and the mighty dollar—at day's end.

Super Bowling
™
STRIKE!
YEAH!

BOWLING FOR FEATHERS

Bowling at home doesn't have to mean your furniture gets smashed into kindling. Say hello to Super Bowling from American Technos, the game that lets you play Ten Pin, a.k.a. Turkey Bowling, a Golf game or Practice Mode on your Super NES. You and up to three of your buddies will be bowled over.



THREE WAYS TO PLAY

TURKEY BOWL
GOLF MODE
PRACTICE MODE

- **TURKEY BOWL** This is bowling the American way. You might score a strike or get a spare, but you could also end up in the gutter.
- **GOLF MODE** Forget gophers and cups in the ground. Golf Mode tees you off against challenging pin placements as you try to get Par.
- **PRACTICE MODE** Set up the pins however you want, then do your best to knock 'em down. There's no scoring, so you can't lose, no way, no how.

LEAGUE NIGHT

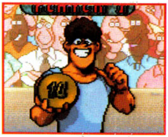
What's bowling without a bunch of friends hooting at you when you're trying to make that spare? In Super Bowling, you can play with one, two, or three of your loudest, most insensitive buddies.

© 1992 American Technos Inc.

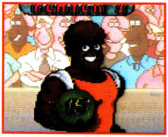
HANDPICKED PLAYERS

Pick your video bowling alter ego from the four lane-lopers below. Choose whether you will be left or right handed, then pick the weight of your ball.

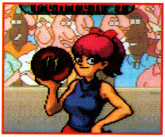
THE BOWLERS



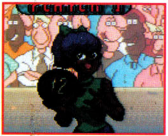
Pete "Pins" Peterson ploughs the pins with near perfect form and passive power. His top score to date is 263, but he's getting better with every frame.



Mars "Muscles" Maxwell is the power bowler. His spin control is weak, so line up and aim the throw with care to beat his personal best score of 245.



Robin "Red" Randall exhibits good spin control, but not much power. Still, she has enough to throw strike after strike, as her top score of 250 proves.



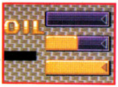
Suzi "Spinner" Spencer plays a control game, but she has the weakest arm of the bunch. Her top game so far is 230, but she's sure to improve.

DIFFERENT THROWS

Your choice of a left or right handed bowler will make a big difference on how you throw the ball. For starters, you line up differently, sight the pins differently, and spin the ball differently. The weight of the ball also effects the throw.

OIL SLICKS

The lanes themselves can make or break a game. If you choose to have oil polish on the wood, you'll have to use less spin on the ball or risk sending it into the gutter. There are three levels of lane conditioning—no oil, some oil, and Saudi Arabia.

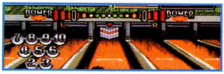


MASTERING THE BASICS

Once you've decided on the bossest bowler, baddest ball and most righteous lane condition, you're ready to crack some pins. Controlling each throw depends on five elements: aim, throwing position, pin setup, spin and power. Any change in one of these control elements will alter the course of the ball. Too much of one and too little of another can result in major embarrassments.

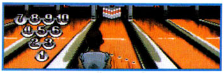
POWER

The Power Meter determines how fast you throw the ball. Spin will have less immediate effect on fast throws, but sometimes a slow ball is what you want.



THE LINE-UP

Use the L and R Buttons to aim your throw. Although you'll throw the ball toward the indicator, spin will effect where the ball really ends up.

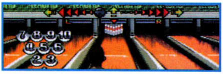


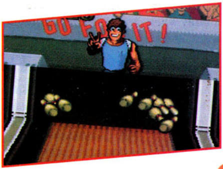
FOOTWORK

Glide to the left or right to start the throw in prime position or to make last minute adjustments to the throw.

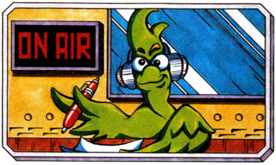
SPINSTERS

The Spin Meter lets you put any amount of spin on the ball. Too much spin drops you in the gutter. Not enough spin and you may miss a vital spare.

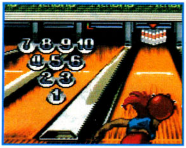




THE TURKEY TOURNEY



When the word "turkey" is heard, most of us think of dinner, but Turkey Bowl in Super Bowling means bowling with tournament scoring and a turkey for an announcer. In Turkey Bowl you have ten frames. In each frame you get two chances to bowl down all the pins. There are strikes, spares, splits, gutter balls, and a weird green turkey who keeps the play-by-play.



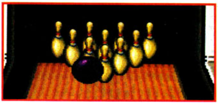
EXCITEMENT AND THRILLS

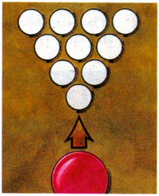
One of the best parts of bowling is watching the reactions of your fellow bowlers. Super Bowling captures that feeling with fun, animated characters. Of course, it's up to you to keep the bowlers happy with lots of strikes and super scores.

EASY
GO FOR IT!

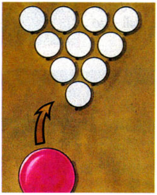
STRIKE ZONES

The strike, or knocking down all the pins with the first ball, is the ultimate achievement in bowling. The only thing better is getting multiple strikes in a row. Three strikes in a row is a Turkey—a scoring bonanza since you get to add the scores from the previous two turns.





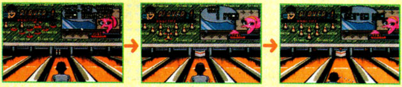
The best way to get a tough split rather than a strike is to hit the 1 Pin straight up the middle.



Aim between pins to spread the impact of the ball. If you hit here, you should make a strike.

PRACTICE MODE

You set up the pins yourself in the Practice Mode to create splits of all kinds. Perfect your technique and set up trick shots. Difficult splits, especially when pins are widely separated, require precise aim and spin control.

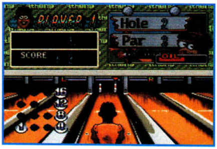


THE CHALLENGE

You can create your own games in the practice mode. For instance, you could make your own Golf Bowling course in which you have a different pin set up for each hole. With two players, you can try to create splits that will stump your friends.

GOLF BOWLING

It looks like bowling, but it's scored like golf. Each "hole" has a unique pin setup and par is the number of throws you have to knock all the pins down. The second big difference is that there are 16 pin positions rather than the normal ten. A four-by-four grid makes for some nearly impossible splits.

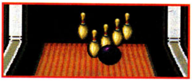


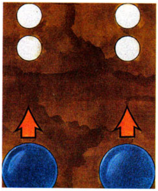
SPIN AND WIN

Pins set up in wide splits can be tough. You may have to use lots of spin to take out both pins. For instance, if you want a pin on the far left to strike a pin on the far right, aim for the left side of the left pin and use a bit of right spin.

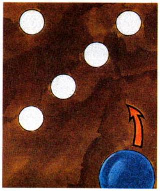
WORK THE ANGLES

Often the best way to knock over as many pins as possible is to use lots of spin so the ball strikes a group of pins at an angle instead of head-on. If the ball hits at an angle, the chance of hitting more pins is greater. Also keep in mind that the ball will be deflected slightly when it hits a pin.

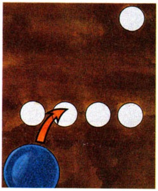




Sometimes you'll do better not trying to get all the pins with one throw. In this case, going for par in two is a safe bet.



Use lots of spin in this situation to hit the middle of the diagonal line. Pick up the back pin with the second ball.



This is an almost impossible setup for a hole-in-one. Throw from the side and try to take out the front line with lots of spin.

PERFECTION?

Bowling is one of the few activities in life where you can actually achieve perfection. By bowling 12 strikes in a row, you can have a perfect game. It may even change your life. But Super Bowling has even more to offer, what with the challenge of Golf Bowling and the freedom of the Practice Mode. No matter how you play it, you'll have a bowl!

PLAYER 1
300

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

HANG OUT IN

GRAND PRIZE

SECOND PRIZE:

5 Winners

The complete music library by DJ Jazzy Jeff & the Fresh Prince

D.J. Jazzy Jeff
DJ Jazzy Jeff & the Fresh Prince
HOMEBASE
D.J. Jazzy Jeff and the Fresh Prince
ROCK THE HOUSE
And In This Corner...
D.J. Jazzy Jeff & The Fresh Prince

THIRD PRIZE:

50 Winners

Nintendo Power Ts

Nintendo Power

PLAYER'S POLL CONTEST

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. If you had to make a decision to keep or eliminate the Legend of Zelda and Super Mario Bros. comics in Nintendo Power you would:

1. Eliminate both the Zelda and Mario Bros. comics.
2. Keep Zelda, but eliminate Mario Bros..
3. Eliminate Zelda, but keep Mario Bros..
4. Keep both the Zelda and Mario Bros. comics.

B. If you were going to purchase a Super NES, would you be more likely to purchase:

1. The $149 Super NES set (Control Deck, Super Mario World Game Pak, 2 controllers, A/V cable, RF switch, AC adapter).
2. The $99 Control Set (Control Deck,no Game Pak, one controller, RF switch, AC adapter, no A/V cable).
3. I already own a Super NES.
4. I don't plan on getting a Super NES right now.

C. Are you interested in seeing reviews on older, "classic" games?

1. Yes
2. No

D. Does the price of the new Control Set ($99) effect your decision to purchase a Super NES?

1. Yes. I wasn't going to buy one, but now I am.
2. I am tempted to buy one now.
3. It doesn't effect my decision at all, I was going to buy one anyway.
4. It doesn't effect my decision at all, I'm still not planning to buy one.

E. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

F. Sex

1. Male
2. Female

Please use the game titles on the back of this card to answer the following questions.

G. Please indicate, in order of preference, your five favorite NES games.
H. Please indicate, in order of preference, your five favorite Game Boy games.
I. Please indicate, in order of preference, your five favorite Super NES games.

Answers to the Player's Poll - Volume 40

Name ______________________ Tel. ______________________

Address ______________________

City ______________ State ______________ Zip ______________

Membership No. ______________________ Age ______________

Please answer by circling the numbers that correspond to the survey questions above.

A. 1 2 3 4

B. 1 2 3 4

C. 1 2

D. 1 2 3 4

E. 1 2 3 4 5 6

F. 1 2

G. Indicate numbers 1-100 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

H. Indicate numbers 101-150 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

I. Indicate numbers 151-193 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! And the way to do it is on the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032,
Redmond, WA 98073-9732.

NES Games

1. The Addams Family
2. Adventures of Lolo III
3. American Gladiators
4. Barbie
5. Baseball Stars
6. Bases Loaded II
7. Batman
8. Battletoads
9. Bill & Ted's Excellent Video Game Adventure
10. A Boy and his Blob
11. Captain America and the Avengers
12. Casino Kid 2
13. Castlevania II—Simon's Quest
14. Castlevania III—Dracula's Curse
15. Contra Force
16. Crystalis
17. Defenders of Dynatron City
18. Déjà Vu
19. Dick Tracy
20. Die Hard
21. Disney's Duck Tales
22. Disney's Rescue Rangers
23. Double Dragon II
24. Double Dragon III
25. Dragonstrike
26. Dragon Warrior
27. Dragon Warrior II
28. Dragon Warrior III
29. Dr. Mario
30. Eliminator Boat Duel
31. The Empire Strikes Back
32. F-15 Strike Eagle
33. Final Fantasy
34. The Flintstones
35. Gargoyle's Quest
36. G.I. Joe
37. Gold Medal Challenge
38. Golf Grand Slam
39. Gremlins 2
40. Kung Fu II
41. The Legend of Zelda
42. Lemmings
43. The Little Mermaid
44. Little Nemo the Dream Master
45. Maniac Mansion
46. Mega Man
47. Mega Man II
48. Mega Man III
49. Mega Man IV
50. MetalStorm
51. Metroid
52. Might and Magic
53. Monopoly
54. NES Open Tournament Golf
55. NES Play Action Football
56. Nightshade
57. Ninja Gaiden 2
58. Ninja Gaiden 3
59. Nobunaga's Ambition II
60. Paperboy
61. Pirates
62. Power Blade
63. Batman: Return of the Joker
64. Robin Hood
65. The Rocketeer
66. Roger Clemens MVP Baseball
67. Romance of the Three Kingdoms II
68. S.C.A.T.
69. Shatterhand
70. The Simpsons: Bart vs. the Space Mutants
71. The Simpsons: Bart vs. the World
72. Smash TV
73. Snow Bros.
74. Space Shuttle Project
75. Stanley: The Search for Dr. Livingston
76. Star Trek
77. StarTropics
78. Star Wars
79. Super Off Road
80. Super Mario Bros.
81. Super Mario Bros. 2
82. Super Mario Bros. 3
83. Sword Master
84. T & C 2: Thrilla's Surfari
85. Tecmo Super Bowl
86. Teenage Mutant Ninja Turtles
87. Tetris
88. Terminator 2: Judgment Day
89. Tiny Toon Adventures
90. TMNT II: The Arcade Game
91. TMNT III: The Manhattan Project
92. Tom & Jerry
93. Ultima: Quest of the Avatar
94. Ultima: Warriors of Destiny
95. Ultimate Air Combat
96. Vice: Project Doom
97. Where in the World is Carmen Sandiego?
98. Wizards & Warriors III: Kuros' Visions of Power
99. Wizardry
100. Zelda II-The Adventure of Link

Game Boy Games

101. The Addams Family
102. Adventure Island
103. Bases Loaded
104. Batman
105. Battletoads
106. Castlevania: The Adventure
107. Castlevania II: Belmont's Revenge
108. Choplifter II
109. Days of Thunder
110. Dick Tracy
111. Double Dragon II
112. Dr. Mario
113. Faceball 2000
114. Final Fantasy Adventure
115. Final Fantasy Legend
116. Final Fantasy Legend 2
117. F-1 Race
118. Gauntlet 2
119. Home Alone
120. The Hunt for Red October
121. Jeep Jamboree
122. Kid Icarus
123. Kirby's Dream Land
124. Lazlo's Leap
125. Mega Man in Dr. Wily's Revenge
126. Mega Man II
127. Metroid II: The Return of Samus
128. Monopoly
129. Ninja Gaiden Shadow
130. Operation C
131. Prince of Persia
132. RoboCop
133. The Simpsons: Escape From Camp Deadly
134. Spider-Man
135. Star Trek
136. Star Wars
137. Super Mario Land
138. Super RC Pro-Am
139. Sword of Hope
140. Tecmo Bowl
141. Terminator II: Judgment Day
142. TMNT: Fall of the Foot Clan
143. TMNT II: Back From the Sewers
144. Top Gun: Guts and Glory
145. Turn and Burn
146. Ultima: The Runes of Virtue
147. Ultra Golf
148. Wave Race
149. Who Framed Roger Rabbit?
150. Wordtris

Super NES Games

151. The Addams Family
152. ActRaiser
153. Arcana
154. Castlevania IV
155. Contra III - The Alien Wars
156. Drakkhen
157. Final Fantasy II
158. Final Fight
159. F-1 ROC
160. F-Zero
161. Gradius III
162. Joe & Mac
163. John Madden's Football
164. Krusty's Super Fun House
165. The Legend of Zelda-A Link to the Past
166. Lemmings
167. Magic Sword
168. Mario Paint
169. NCAA Basketball
170. Nolan Ryan's Baseball
171. Pilotwings
172. Populous
173. R.P.M. Racing
174. SimCity
175. Smash T.V.
176. Street Fighter II: The World Warrior
177. Super Adventure Island
178. Super Baseball Simulator 1.000
179. Super Bases Loaded
180. Super Bowling
181. Super Ghouls 'N Ghosts
182. Super Mario World
183. Super Off Road
184. Super R-Type
185. Super Tennis
186. Thunder Spirits
187. T.M.N.T. IV: Turtles in Time
188. Top Gear
189. True Golf Classics: Waialae C.C.
190. Ultraman
191. U.N. Squadron
192. Wings 2: Aces High
193. WWF Super Wrestle Mania

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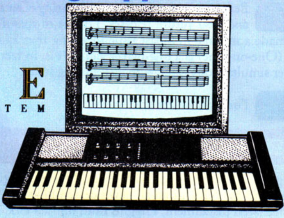

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On or about October 15, 1992, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,350,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after October 30, 1992, send your request to the address provided above.

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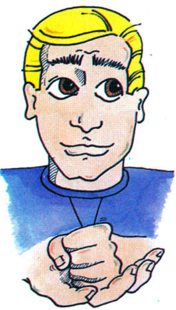


GEORGE & ROB'S NOW PLAYING

SEPTEMBER 1992

TWO GUYS' OPINIONS ON THE LATEST RELEASES

GEORGE Before we present our monthly listing of recent and near future releases, I'd like to mention that we made a mistake in a past issue in saying that Space Football (One-on-One) is a one-player game. It is, in fact, a two-player simultaneous game with a confusing setup.

ROB For that, we are truly sorry.

ADVENTURE ISLAND 3

Following his successful Super NES debut, Master Higgins has returned to the NES for an all new side-scrolling adventure. In this latest installment, Higgins finds himself chasing after evil aliens in order to save his perpetually abducted girlfriend. Along the way, he comes across an assortment of helpful dinosaurs, finds useful weapons, speeds through the islands on a skateboard and hops on a surfboard in bonus stages.

GEORGE Adventure Island 3 is more of the same island-hopping action that we've seen in the previous Adventure Island games. This one features new dinosaurs and is very challenging in the advanced stages.

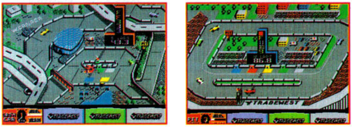
ROB They should have made a bonus round where you meet Gilligan and the Skipper. I like the game, but it's not breaking any new ground.

DANNY SULLIVAN'S INDY HEAT

Gear up for nine explosive rounds of Indy car action with this latest fast-paced racer from Tradewest. As many as four players (with a Four Score or Satellite adapter) and a computer controlled Danny Sullivan can participate in this racing circuit. You'll need great reflexes and a good pit strategy to beat the competition. After every race is finished, you can use your prize money to buy car improvements. If you're not sure which parts will help the most, consult Danny and he'll do the shopping for you. The season ends with a final wild race at the Tradewest Speedbowl.

GEORGE This game plays like Super Off-Road on the speedway. The play control is good and the action is very fast. It's fun to figure out when to duck into the pit stop and when to keep going.

ROB Pave the track on Super Off-Road and you've got Danny Sullivan's Indy Heat. It's a fun game, but I prefer a larger track and bigger, beefier cars.



Roar through nine fast tracks in Danny Sullivan's Indy Heat.

LITTLE SAMSON

A young warrior, a mouse, a dragon and an armored golem join forces to save their kingdom from an evil magician. The warrior can climb walls, the mouse can crawl through narrow passages, the dragon can fly and the golem can crush enemies by swinging a magic red bell. Once the group is together, you can switch from one fighter to another whenever you see fit.

GEORGE The great thing about this game is the fact that the characters have special abilities and that you can switch from one to the next. That adds an element of strategy along with the action.

ROB Having four characters to choose from is a good concept. You can do more in this game than in your standard single hero adventure. I think this game deserves a name that describes the concept more like "The Fighting Four" or something along those lines.

PRINCE OF PERSIA

The PC hit and recent Game Boy release, Prince of Persia, is on its way to the NES. Help the prince make his way through 14 treacherous levels and defeat the evil King Jaffar. The amazing character animation of this thriller makes it one to look for.

GEORGE It's fun to watch the prince character move in this game. His motions are very smooth. My only complaint is that it takes a while to get used to the play control.

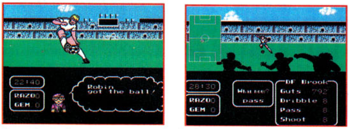
ROB The main plus is the animation. The main minus is the play control.

TECMO CUP

Robin Field attempts to lead his soccer squad to the national championships in this unusual combination of sports action and role playing. As the game progresses, you make decisions to influence the outcome. When defenders attempt to steal the ball, you can decide to either dribble past your opponents, pass the ball to an open teammate or shoot for the goal. Good decisions will lead to victory.

GEORGE This game is not the soccer equivalent of Tecmo Bowl. It emphasizes the decision-making aspect of playing soccer and offers very little action.

ROB A role playing sports game? Hit the showers!



Tecmo Cup combines soccer action with role playing.

BARBIE GAME GIRL

Game Boy becomes Game Girl with Barbie's first adventure on the compact video game system. Guide this popular heroine through the seven levels of the Fantasy Mall and search for the perfect outfit. You'll find an aerobics suit along the way for extra athletic moves, and you'll swim through underwater stages as a mermaid. Bonus matching games between stages add to the fun.

GEORGE Barbie Game Girl is a solid and easy to play side-scrolling action game. I'd say that it's perfect for Barbie fans.

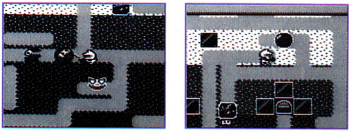
ROB I think that Barbie fans will like this game a lot.

DIG DUG

The classic arcade battle, Dig Dug, comes to Game Boy with a new twist. Pookas and Fygars haunt a network of underground tunnels. It's your job to track them down and blow them up. You can play a faithful version of the original game or choose New Dig Dug, which features new items and stage designs.

GEORGE Another arcade classic comes to Game Boy! There's already Asteroids, Missile Command and Centipede, and Pac Man is on the way. This one fits into that group very easily.

ROB I had a mid-'80s flashback when I played this game. It's very faithful to the original.



Dig Dug includes the original game along with an updated version.

THE JETSONS: ROBOT PANIC

The cartoon family of George, Jane, Judy and Elroy Jetson fights through six stages of space-age mayhem in this Game Boy thriller. Short-circuited robots are taking over the Jetson's city. You've got to guide the members of the family through individual stages and pull the plug on the robots.

GEORGE It's great to be able to control each of the Jetsons through their own levels, and the stage select for the first three levels is a nice touch.

ROB Jane rockets through the shopping level of this game. Why do they always put a female in the mall? I think she should be blasting aliens with a flame thrower, like Ripley from Alien 3.

KINGDOM CRUSADE

Action and strategy elements combine in this battle between rival kingdoms. You're in charge of sending your forces out to enemy territory and taking over the castles of the kingdom. The action takes place in a series of one-on-one battles. You can view the kingdom in a map in order to decide which of your fighters will challenge the fighters of the other kingdom.

GEORGE This is a fun game. It's very challenging to overcome your computer-controlled opponent and you've got to use a lot of strategy in order to be victorious.

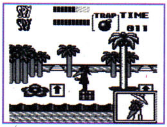
ROB The game mixes action and strategy really well. I think fans of both types of games will like it.

SPY VS. SPY OPERATION: BOOBYTRAP

The lunatic Spies of Mad Magazine chase each other through a series of islands while searching for top secret microfilm in this Game Linker. One player takes on a computer-controlled Spy, or two players go after each other. You can plant Bombs in trunks and Coconuts in trees in order to slow the other Spy while he attempts to complete his mission.

GEORGE The Spies are fun charaters and the boobytrap idea is very true to the Mad Magazine comic, though it doesn't make for a very deep game.

ROB I like the Spies and I like the way they look in the game. The rest of it leaves me lukewarm.



DINO CITY

This very challenging six-stage thriller follows a pair of young adventurers, Timmy and Jamie, who've been drawn into a mysterious prehistoric world. It's up to you to direct either Timmy and Rex, his pet dinosaur, or Jamie and her pet, Tops.

GEORGE The graphics are great and the idea is a lot of fun. The game may be a little too difficult for beginning players.

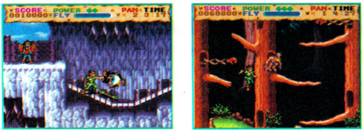
ROB The graphics are definitely not prehistoric. They're very colorful and detailed. The music is also very good.

HOOK

Following the story of the recent film, Hook takes place in the fantasy world of Neverland. As Peter Pan, you must fight off evil forces in 12 exciting stages, on your way to saving Maggie and Jack from the clutches of Captain Hook.

GEORGE This game is completely different from the NES and Game Boy versions and, in my opinion, it's much better than those earlier efforts. It's a straightforward action game with great graphics and fun characters.

ROB Hook for the Super NES is leagues above the other versions of the game. While the play control seems a little slow to respond at times, everything else is top notch.



Peter Pan attempts to save his children from the evil Hook.

MONOPOLY

This faithful rendition of the classic board game is very close in design to the recent NES version. You throw the video dice and make the business decisions while the program keeps track of your playing piece, property and money. Animated scenes following the results of every throw of the dice keep things interesting.

GEORGE Because of the fast pace, the computer-controlled players and the great animation, I would say that this game is even more fun and exciting to play than the original.

ROB I'm going to have to foreclose on this game. There doesn't seem to be a reason to me to step up to the Super NES version of this game when you can just play the board game or the NES or Game Boy versions.

SOUL BLAZER

Monsters have taken over a mythical land. By destroying the monster lairs you can bring back the inhabitants and buildings, one at a time. As the townspeople reappear, you can consult them for clues and special items.

GEORGE Soul Blazer isn't quite the ActRaiser sequel that I was hoping for, but it does get very interesting after a few playing sessions.

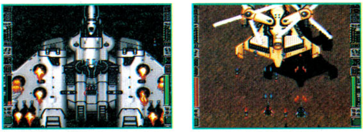
ROB The idea of revealing a mystery piece by piece is very appealing to me. It makes the game a lot of fun to play and Link-like, in a way.

STRIKE GUNNER

This two-player simultaneous shoot-'em-up features an overhead view and eight long stages. Choose from 15 special weapons, including Spray Missiles, Laser Cannons and Photon Torpedoes, and take off for enemy-blasting action. A single player can use a single ship or join two ships together for twice the firepower.

GEORGE This mindless shooter is similar in style to a lot of other games that have already been released for the Super NES, NES and Game Boy. I like playing the game, but it's not very original.

ROB It's overhead blaster number 1,084. This concept is getting very tiring. For what it is, though, Strike Gunner is well done.



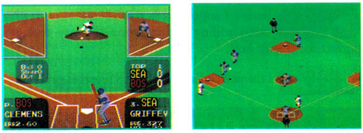
Blast big enemy ships in a solo mission or with a partner in Strike Gunner.

SUPER BATTER UP

Namco, developers of the classic RBI Baseball bring you Super Batter Up. It includes teams from every Major League Baseball city, along with actual player names and statistics. The action is fast and easy to control and games progress at a steady pace. It's solid, no frills baseball.

GEORGE This is my favorite of all of the Super NES Baseball games that have been released so far. It's not flashy, but it is good, solid baseball action.

ROB The graphics aren't spectacular, but everything else about this game is.



Super Batter Up offers no frills Baseball with big name players.

SUPER BUSTER BROS.

Spheres bounce off the walls, floors and ceilings of single screen rooms in this fast-paced puzzler. By hitting the spheres with a grappling hook-like tool, you can break them into smaller spheres until they disappear.

GEORGE This game is very simple in concept and probably not one that I would want to play for hours.

ROB Super Buster Bros. is very enjoyable and fast moving. As a fan of puzzle games, I could see wanting to play this one a lot.

2
40530
TIME027
WORLD 04
3
3180
LEVEL 03

Bust a bunch of moving spheres in Super Buster Bros.

The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
ADVENTURE ISLAND 3	HUDSON	1P	3.3	3.8	3.4	3.3	COMIC ACTION
DANNY SULLIVAN'S INDY HEAT	TRADEWEST	4P-S	2.9	3.3	2.8	3.0	RACING
LITTLE SAMSON	TAITO	1P/PASS	3.2	3.8	3.5	3.8	COMIC ACTION
PRINCE OF PERSIA	VIRGIN GAMES	1P/PASS	3.8	3.2	3.6	3.8	HERO QUEST
TECMO CUP	TECMO	1P/PASS	3.3	2.9	2.4	2.8	SOCCER

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BARBIE GAME GIRL	HI TECH	1P	3.3	3.2	3.1	3.3	COMIC ACTION
DIG DUG	NAMCO	1P	2.9	3.3	3.2	3.2	ARCADE CLASSIC
DR. FRANKEN	KEMCO	1P/PASS	3.8	3.0	3.4	3.7	GHOULISH ADV
THE JETSONS: ROBOT PANIC	TAITO	1P	3.5	3.4	3.3	3.8	COMIC ACTION
KINGDOM CRUSADE	ELECTRO BRAIN	1P	3.3	3.2	3.5	3.6	BATTLE STRATEGY
SPY VS. SPY--OPERATION: BOOBYTRAP	KEMCO	2P-S/PASS	3.3	3.0	3.0	3.2	COMIC ACTION

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
CLUE	PARKER BROS.	6P-A	3.3	3.2	3.3	3.5	BOARD GAME
DINO CITY	IREM	2P-A/PASS	3.7	3.4	3.3	3.2	COMIC ACTION
HOOK	SONY IMAGESOFT	PLAY INFO	3.8	3.3	3.3	3.4	COMIC ACTION
MONOPOLY	PARKER BROS.	8P-A	3.5	3.3	3.5	3.6	BOARD GAME
SOUL BLAZER	ENIX	1P/BATT	3.9	3.8	3.9	3.9	HERO QUEST
SPACE FOOTBALL (ONE-ON-ONE)	TRIFFIX	2P-S	3.3	2.6	2.6	3.0	FUTURISTIC SPORTS
STRIKE GUNNER	NTVIC	PLAY INFO	3.1	3.8	3.0	2.9	SCI-FI ACTION
SUPER BATTER UP	NAMCO	2P-S/PASS	3.4	3.4	3.2	3.2	BASEBALL
SUPER BOWLING	AM TECHNOS	4P-A	3.4	3.5	3.5	3.2	BOWLING
SUPER BUSTER BROS.	CAPCOM	1P	3.4	3.6	3.5	3.4	PUZZLE ACTION

CHART KEY

You can get the most out of our game chart by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

TOP 20
NINTENDO POWER
NINTENDO POWER
NP

SEPTEMBER 1992

A Link to the Past continues its rampage and demolishes the Super NES competition at the Dealer level. This should be a common occurrence for quite some time. Each category has shuffled a bit this month, but there weren't any major changes.

NES

1 9,744 POINTS
35 MONTHS

SUPER MARIO BROS. 3

Top of the heap again? Yesiree Bob! It seems like a ritual, but the Mario Bros. sincerely enjoy being there.

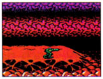
2 6,817 POINTS
4 MONTHS

TMNT III: THE MANHATTAN PROJECT

The Turtle gang from NYC makes a fairly impressive jump...straight past the ever present amphibian competition.

3 6,803 POINTS
13 MONTHS

BATTLETOADS



Also leaping up from last month, the 'Toads have made another big impression with the immense legion of Players.

4 6,738 POINTS

MEGA MAN IV

Mega Man had to sit and watch seven of his green friends jump right over him this month.

5 6,114 POINTS

THE LEGEND OF ZELDA

This game has been on the charts for four years and it's still going strong! Legendary is the word.

6	5,084 POINTS	TECMO SUPER BOWL
7	4,636 POINTS	FINAL FANTASY
8	3,547 POINTS	DR. MARIO
9	3,408 POINTS	TETRIS
10	3,309 POINTS	MEGA MAN III
11	2,946 POINTS	DRAGON WARRIOR III
12	2,770 POINTS	MEGA MAN
13	2,519 POINTS	CASTLEVANIA III: DRACULA'S CURSE
14	2,518 POINTS	ZELDA II: THE ADVENTURE OF LINK
15	2,458 POINTS	MEGA MAN II
16	2,396 POINTS	SUPER MARIO BROS. 2
17	2,325 POINTS	TMNT II: THE ARCADE GAME
18	2,276 POINTS	METROID
19	2,237 POINTS	TEENAGE MUTANT NINJA TURTLES
20	2,052 POINTS	LITTLE NEMO THE DREAM MASTER

SUPER NES

1
29,612 POINTS
9 MONTHS

THE LEGEND OF ZELDA- A LINK TO THE PAST

Forget about it! This is the Super NES game to have. You'll be instantly hooked if you play it. 'Nuff said.

2
8,513 POINTS
9 MONTHS

SUPER MARIO WORLD

Who's the best Super Mario World player out there? How fast can you guide Mario to meet up with Bowser?

3
6,330 POINTS
9 MONTHS

F-ZERO

This game was locked in at #2 for six months and has been at #4 for three months. It's a very steady performer!

4
6,057 POINTS

CONTRA III: THE ALIEN WARS

This great new game has steadily made its way into the upper regions of the charts. Check it out!

5
5,960 POINTS

FINAL FANTASY II

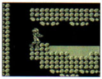
Here's another example of a great game which has been hanging around the top slots for nine months.

6	4,294 POINTS	FINAL FIGHT
7	4,185 POINTS	SUPER CASTLEVANIA IV
8	3,610 POINTS	WWF SUPER WRESTLEMANIA
9	3,373 POINTS	ACTRAISER
10	3,285 POINTS	SIMCITY
11	2,689 POINTS	PILOTWINGS
12	2,685 POINTS	STREET FIGHTER II: THE WORLD WARRIOR
13	2,607 POINTS	SUPER GHOULS 'N GHOSTS
14	2,562 POINTS	SUPER ADVENTURE ISLAND
15	2,100 POINTS	TOP GEAR
16	1,971 POINTS	LEMMINGS
17	1,934 POINTS	THE ADDAMS FAMILY
18	1,776 POINTS	SUPER SOCCER
19	1,768 POINTS	U.N. SQUADRON
20	1,600 POINTS	MARIO PAINT

GAME BOY

1
10,295 POINTS
9 MONTHS

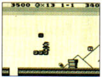
METROID II: RETURN OF SAMUS



A resurgence of nasty Metroids kept Players busy guiding Samus through the dark caverns and caves of planet SR388.

2
9,969 POINTS
24 MONTHS

SUPER MARIO LAND



Slipping a bit, but still in the hunt, Mario looks forward to getting his second Game Boy adventure onto the charts.

3
6,564 POINTS
10 MONTHS

BATTLETOADS

The 'Toads are still planted at #3. They just need some more time to plot strategies for upward mobility.

4
4,587 POINTS

FINAL FANTASY ADVENTURE

Light Warriors of the small screen continue to seek out new companions on this fantasy quest.

5
4,437 POINTS

MEGA MAN: IN DR. WILY'S REVENGE

Mega Man was hangin' out in the #7 slot for a couple of months, but he's back in the top 5 now!

6	4,311 POINTS	DR. MARIO
7	3,858 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
8	3,758 POINTS	TMNT II: BACK FROM THE SEWERS
9	3,452 POINTS	BATMAN: RETURN OF THE JOKER
10	3,185 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
11	3,138 POINTS	TMNT: FALL OF THE FOOT CLAN
12	3,123 POINTS	FINAL FANTASY LEGEND II
13	2,995 POINTS	FINAL FANTASY LEGEND
14	2,884 POINTS	OPERATION C
15	2,784 POINTS	FACEBALL 2000
16	2,308 POINTS	KID ICARUS
17	2,276 POINTS	TERMINATOR 2: JUDGMENT DAY
18	2,115 POINTS	SUPER R.C. PRO-AM
19	1,743 POINTS	CASTLEVANIA: THE ADVENTURE
20	1,704 POINTS	DOUBLE DRAGON II

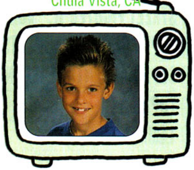
PLAYER'S PICKS

WHAT ARE YOUR FAVORITE NES GAMES?

PLAYER'S PICKS

Kyle "Air Time" Olson

Chula Vista, CA



- Super C
- Mega Man III
- Bigfoot
- Snakes' Revenge: Metal Gear 2
- Castlevania II: Simon's Quest

PLAYER'S PICKS

Loren Tung

Rochester Hills, MI

- Final Fantasy
- Battletoads
- Ninja Gaiden III
- Mega Man III
- Tecmo Super Bowl

PLAYER'S PICKS

Nick Watts

Chardon, OH

- Mega Man IV
- Mega Man III
- TMNT II - The Arcade Game
- Super Mario Bros. 2
- Super Mario Bros. 3

PLAYER'S PICKS

Nick Rivich

Hammond, IN

- Final Fantasy
- The Legend of Zelda
- Super Mario Bros. 3
- Zelda II - The Adventure of Link
- Baseball Stars

PLAYER'S PICKS

Steven Tucker

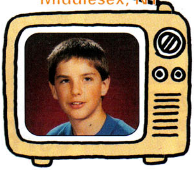
Mt. Clemens, MI

- Mega Man II
- Super Mario Bros.
- Super Mario Bros. 2
- Super Mario Bros. 3
- TMNT II - The Arcade Game

PLAYER'S PICKS

David Adam

Middlesex, NY



- Final Fantasy
- Mega Man III
- Super Mario Bros. 3
- Dragon Warrior
- Batman: Return of the Joker

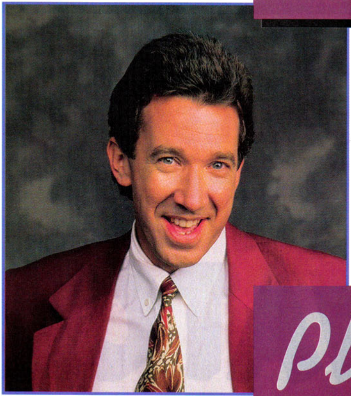
PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 NES Role Playing games. Cast a vote for your favorites in the Player's Poll this month.

**Top 5 NES RPG games:
Player's Picks for September 1992**

1. Final Fantasy
2. Dragon Warrior III
3. Dragon Warrior
4. Dragon Warrior II
5. Crystalis



Tim Allen

If Tim Allen had his way, instead of saving the Princess, Mario's adventures would lead him from home to home, repairing and rewiring, in hopes of being a guest on Bob Villa's home fix-it-up show. Yet, as one of the country's premiere comedians and star of the hit show "Home Improvement," Tim Allen has not only built, but also climbed the ladder of success. A skilled craftsman in his own right, Tim continues to build a loyal following with each installment of tips on "Home Improvement," which will air on Wednesdays at 9:00 p.m. on ABC for the Fall Season.

Celebrity Player Profile

NP: How are you similar to Tim Taylor, the character you play on "Home Improvement?"

TA: Tim Taylor's character incorporates a lot of the things I really love. However, I have to go through a few stages to become Tim Taylor. Tim Taylor is really a rarified Tim Allen.

NP: Where do you enjoy playing Nintendo games?

TA: I enjoy playing Game Boy with the kids on the set of "Home Improvement" during the downtime, which I don't seem to have much of any more. But I really prefer playing at home, where I can play the race car games on a large screen television."

NP: What is your favorite Nintendo game?

TA: I really like the original Super Mario Bros., which we often played until we were stumped and couldn't go any further, that sometimes being two or three in the morning. I still remember how the Mario Bros. music continued to pop into my head and remain there for hours. Oh no, it's all coming back to me now...argh, argh, argh.

NP: Do you really believe it when you say that "all men are pigs?"

TA: No, but I derive my comedy from a premise set forth by my mother that all men are grunting, neanderthal pigs capable of nothing more than lawn care and vehicle maintenance.

NP: If Nintendo were to create a video game specifically designed for you, what would the title and the objective of the game be?

TA: Wow, my own game, huh? The title of the game would be "More Power," and the objective would be to successfully rewire and repair equipment. I would go from home to home fixing windows, doors and other household items, and at the end, instead of saving the Princess, I'd get to be a guest on the "Bob Villa Show."

NP: How would you turn up the power of your Nintendo system?

TA: You've got to have some way to hook it up to turbo combustion. There's just no better way. Mario would be moving so fast he'd actually step out of the screen, pull out his power drill and go crazy fixing things in your house that needed repairing. This, my friend, is playing with power!

NP: As the host of a home repair show, what is your favorite tool?

TA: My favorite tool is the Makita 720 top-of-the-line cordless drill. My wife, who's really good with the 720, and I do a lot of work around the house together. I only wish there was a Makita cordless vacuum cleaner.

NP: What is your funniest off-camera moment on the set?

TA: The funniest experience was during the filming of a bowling episode when I snuck a weightless bowling ball into the taping of the show, sending it 45 feet in midair. Everyone left the studio screaming and hollering.

NP: As you know, Mario is the ultimate plumber of the video game world. How would you incorporate a Makita or two into his adventures?

TA: Mario? Makita? Well, Mario would have the ability to reduce or enlarge the size of his Makita power drill from portable to turbo life-size depending on how many "power ups" he has accumulated. When the drill is small, he can give it orders or wear it in his tool belt. If he needs to escape from enemies, he can turn the drill into a life-size, turbo power drill, and jump safely inside. Or he can just drill them to the wall argh, argh, argh.

NP: Do you have any advice for Nintendo players?

TA: I truly enjoy playing Nintendo games, and advocate doing so as long as plenty of time is still reserved for reading, even if it's a book about Nintendo. Reading really is a wonderful habit that, unlike drugs, enlightens us about life itself and the world we live in.

Tim Allen, armed with the fastest cordless drill in the West, practices his draw on the set of "Home Improvement.."

NINTENDO POWER

A LOOK INTO THE GAMES OF THE FUTURE

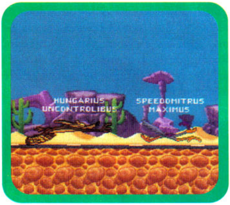
PAK WATCH

UNDER CONSTRUCTION

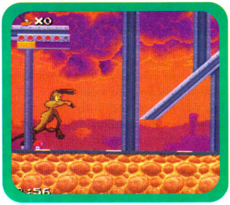
RoadRunner's Death Valley Rally

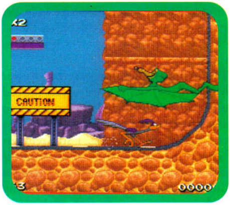
SUNSOFT

Thanks to Sunsoft, RoadRunner and Wile E. Coyote will soon be yours to control in a super-fast-action game that rivals the classic cartoon for fun. This Pak Watcher was blown away by how closely the graphics matched the cartoon. Sunsoft actually tested early versions of the game by placing it beside a video taped cartoon...and people couldn't tell the difference! But graphics aren't everything. This game also captures the visual pratfalls of Wile E. Coyote's doomed attempts to catch the RoadRunner. Not only does Wile E. Coyote come after you on his ACME steamroller (to name just one trap), a series of comic events will be set in motion that result in some absurd demise of Wile E. On the action front, RoadRunner may soon become the fastest critter in video games. It's all you can do to read the road signs as the supersonic speedster blurs on by. The Pak Watch prediction is that this game will be big.



HUNGARIUS UNCONTROLIBUS
SPEEDOMITRUS MAXIMUS





X2
CAUTION
3
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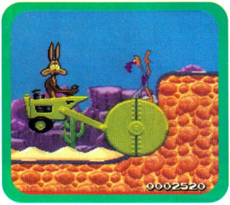

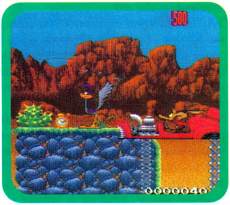

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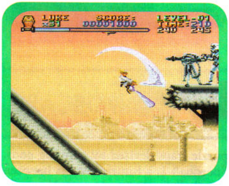
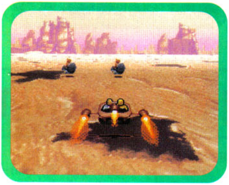
That's all Folks!

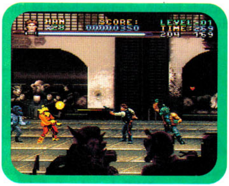
Super Star Wars

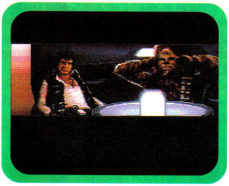
LUCASARTS

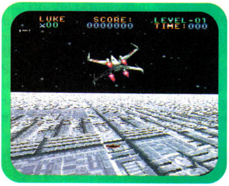
A couple of months ago Pak Watch reported on an early version of this Super NES action game from Sculptured Software and Lucasarts Games. Since then, we've been playing a nearly completed version of the game, and it lives up to the Lucas standard of excellence. The Super NES format allows an almost cinematic playing experience, combining superior graphics, Mode 7 effects and the great musical score from the movie. This game is action all the way, but the action blends with the familiar events of Star Wars. For instance, when it's time to attack the Death Star, you'll fly an X-Wing into the fray, and when a brawl erupts in the Cantina, you'll mix it up with blasters. You can also use Han Solo or Chewbacca as your action character once they've joined you in Mos Eisley. The sound effects, like the buzzing of the light saber, were digitally sampled from the movie and add even more realism to the experience. The Mode 7 effects include driving a land speeder over the desert with a 3D, behind the vehicle view. What more is there? Fourteen stages, a password, aliens everywhere and a universe far far away.

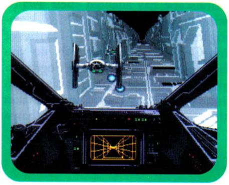








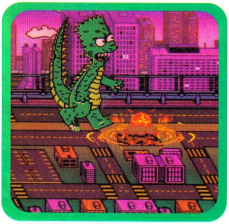


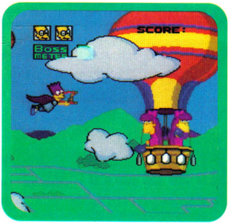


Bart's Nightmare

ACCLAIM

There's nothing new about Bart being in trouble, but just about everything else in this Super NES action game from Acclaim is new. The imaginative twists and turns of the TV shows are everywhere in this game, from Bart appearing as Indiana Jones to Bart becoming a giant, city-stomping Bartzilla. The action is completely different in each stage. The development team worked closely with series creator, Matt Groening, to recreate the irreverent Bartish flavor, and the result impressed this Pak Watcher no end.

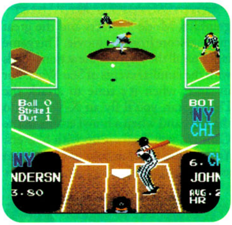


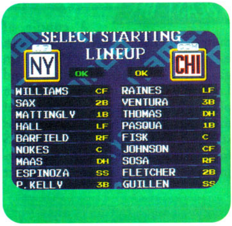


Super Batter Up

NAMCO

Namco's Super Batter Up comes from the developers of RBI Baseball. In Japan, this series has sold over 8 million copies. This Super NES version has been adapted for the U.S. with realistic looking players and animation. It contains all the major league players from the '91 season and utilizes their stats to create computer clones that share the real players' strengths. Look for good control, especially on defense. Other options include length of game, choice of stadium, passwords, and league play.





SELECT STARTING LINEUP

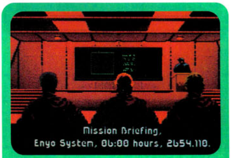
NY		CHI	
OK		OK	
WILLIAMS	CF	RAINES	LF
SAX	2B	VENTURA	3B
MATTINGLY	1B	THOMAS	DH
HALL	LF	PASQUA	1B
BARFIELD	RF	FISK	C
NOKES	C	JOHNSON	CF
MAAS	DH	SOSA	RF
ESPINOZA	SS	FLETCHER	2B
P.KELLY	3B	GUILLEN	SS

Wing Commander

MINDSCAPE

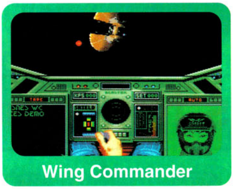
This PC space-combat simulation should be out for the Super NES by the holidays. Mindscape has adapted their award-winning game to the Super NES, keeping intact the first-person, 3-D views of the Origin classic. Not only do you fight aliens in ship-to-ship dogfights, you'll also follow a story that is told in animated cinema scenes, which makes this game more of an adventure than a straight simulation.

Mindscape (a.k.a. The Software Toolworks) has a number of other interesting games in the works for this fall. Pak Watch has been told that Cal Ripken Jr. Baseball is a true-to-the-game Super NES title. The emphasis in this baseball game is on control and realism. A little less down to earth is Gods--an action game that takes place in four cities. Your warrior must defeat enemies and solve puzzle traps devised by cunning gods. Speedball 2, a futuristic cross between rollerball, football and soccer, Xenon II, a vertical scrolling shooter, and Battleship, the classic board game, are all in the works for Game Boy. Battleship should be a perfect choice for Game Linking. Finally, the original Terminator movie will become an action game with side-scrolling, fighting action and driving scenes.

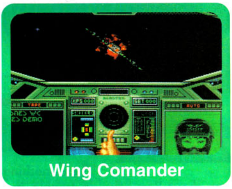


Mission Briefing,
Enyo System, 06:00 hours, 2654.110.

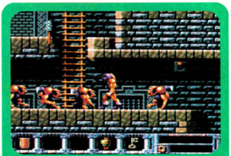
Wing Commander



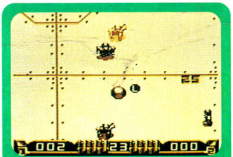
Wing Commander



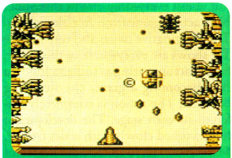
Wing Comander



Gods



Speedball 2



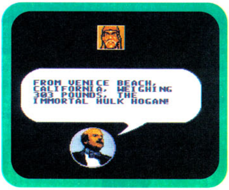
Xenon II

UNDER CONSTRUCTION

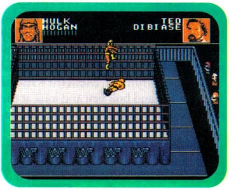
WWF: Steel Cage Challenge

LJN

The WWF and LJN are back with another heavyweight wrestling game for the NES. Ten of your favorite wrestlers can take part in One vs. computer, Two player simultaneous, Regular, Tag or Cage matches. In the Cage Match, you can't let your opponent climb out of the cage. The computer opponents look good and can be a challenge, but the real fun comes in two-player interaction. Fans of the WWF won't be disappointed.



FROM VENICE BEACH, CALIFORNIA, WEIGHING 303 POUNDS, THE IMMORTAL HULK HOGAN!

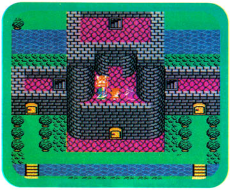


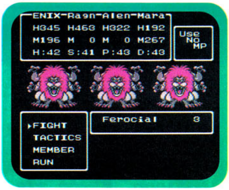
BLAST OFF

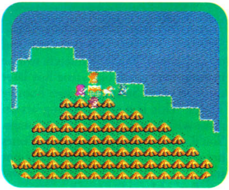
Dragon Warrior IV

ENIX

The latest episode in the Dragon Warrior epic is about to hit the stores. Enix is releasing the American version of the top-selling Japanese RPG in the next month or so, and it is a big one. If you've played Dragon Warrior, imagine a world many times larger and you'll begin to glimpse what Dragon Warrior IV contains. As you should expect in a Dragon Warrior game, you'll have to fight many battles to increase your levels of strength and magic. One drawback is the simplistic graphics and the use of colors for characters that make them vanish against certain backgrounds. On the positive side, you'll explore a vast world, command up to nine party members and find new treasures.





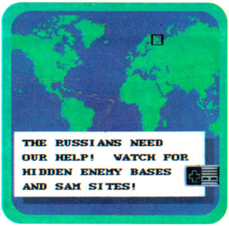


UNDER CONSTRUCTION

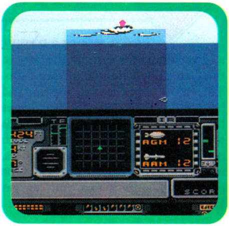
F-117A Stealth Fighter

MICROPROSE

Microprose didn't pull any punches when it came to programming in game scenarios for F-117A Stealth Fighter. The missions include such world hot spots as Libya, Israel, Russia, Korea and Cuba. As the pilot of this ultra-modern combat aircraft, you'll have to penetrate hostile air space, bomb preselected targets, fight off interceptors and return safely to base. The cockpit view includes heads-up tactical display and full instrumentation, including radar. Missions include both bombing targets and aerial dogfighting.



THE RUSSIANS NEED OUR HELP! WATCH FOR HIDDEN ENEMY BASES AND SAM SITES!

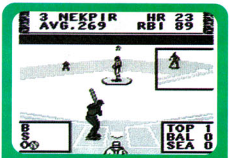


UNDER CONSTRUCTION

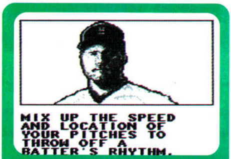
LJN Sports Central

Roger Clemens MVP Baseball is a soon-to-be released Game Boy title with some interesting options. During the game, you can get advice from "The Rocket" himself, check the status of your pitcher and bull pen and look at the scoreboard. Although the teams are fictional, the cities correspond to real AL and NL teams, and there is a password to keep track of your progress. Probably the most impressive part of the game is the control you have over the pitches--fast, slow, curve, change up, whatever.

Six of the greatest WWF stars have been packed into WWF Superstars 2 from LJN. Wrestlers face off one-on-one, in tag team matches, or in a championship tournament. Play against the computer, or a friend via Game Link. There are three levels of difficulty to keep things interesting no matter how good you get.

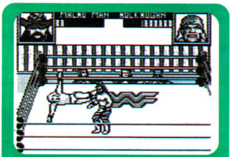


Roger Clemens MVP Baseball



MIX UP THE SPEED AND LOCATION OF YOUR PITCHES TO THROW OFF A BATTER'S RHYTHM.

Roger Clemens MVP Baseball



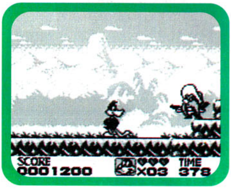
WWF Superstars 2

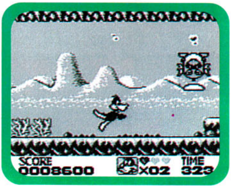
UNDER CONSTRUCTION

Looney Tunes

SUNSOFT

Bugs Bunny, Daffy Duck, Sylvester, Tweety, Yosemite Sam and other Looney Tunes characters will be making their mark on Game Boy later this Fall when Sunsoft releases Looney Tunes. This is a side-scrolling action game with bosses at the end of each stage. You'll have a different Looney Tunes hero as your character for the different stages. This Pak Watcher thought it was fun, fast, and not too tough.



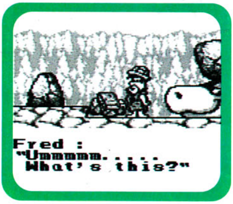


UNDER CONSTRUCTION

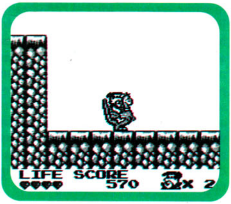
The Flintstones

TAITO

Fred is seeking a treasure to give Wilma for their anniversary in this Game Boy action game from Taito. This Pak Watcher had fun hopping and bopping. There's a lot of both activities in this game. Fred's main action seems to be throwing a stone hatchet, which temporarily stuns prehistoric critters, which allows Fred to hop on them. One of the highlights is that you can get Dino and ride around on him.



Fred :
"Ummmmm. . . . .
What's this?"

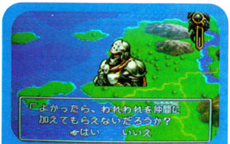


JAPAN WATCH

Wizardry for the Famicom system is a megahit in Japan. Now Wizardry for the Super Famicom promises the same RPG depth with better graphics, sound and effects. Another added incentive for Wizardry fans is that the 16-bit game might come with a device that allows you to transfer your built up character data from the Famicom version of the game to the new Super Fami Pak. A neat idea.

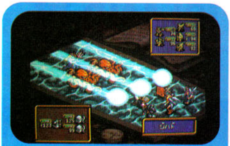
Bar Code Battle may be one of the most unique ideas ever. The battle game comes with a bar code reading device. You can read any bar code from any package to produce the basic characteristics of your character. Now a version of Bar Code Battle is being developed for use with the Super Famicom.

Finally, Ogre Battle from Quest is a great looking RPG with a huge overworld and 3D, Populous-type battle graphics for the Super Famicom.



「よかったら、われわれを仲間に
加えてもらえないだろうか？
はい　いいえ

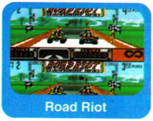
Ogre Battle



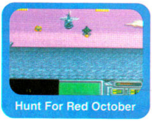
Ogre Battle

GOSSIP GALORE

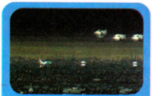
The Pak Watch desk starts getting pretty crowded with new games this time of year. Here's a sample. Road Riot, the arcade hit, has been converted into a fun two-player Super NES game by T*HQ Games. On the Iowa course, watch out for cows! The Hunt For Red October, Super NES version, is making progress. Hi-Tech sent Pak Watch an early ROM that demonstrated the periscope view of the game. 'Hunt' will also have a Super Scope option. Crash Dummies from Acclaim is coming out for both the NES and Game Boy. Phalanx, a super speedy space shooter from Kemco, is packed full of secret areas. King of the Monsters, a Super NES game from Takara, uses big monster characters in a monster-wrestling mass-destruction game in which cities get flattened. Culture Brain's Golden Fighter is another street fighting, martial arts gang-buster for the Super NES. Toxic Crusader from Bandai puts the environmental hero into a Super NES mission where he must mop up polluters. Finally, Mystical Quest: Starring Mickey Mouse from Capcom is the best looking Disney adventure ever, and Bionic Commando for Game Boy looks like a faithful adaptation of the original NES game.



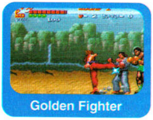
Road Riot



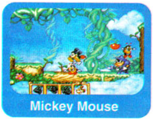
Hunt For Red October



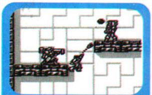
Phalanx



Golden Fighter



Mickey Mouse



Bionic Commando

FUTURE GAMES FOR THE

NES

- Ace Harding: Lost In Las Vegas
- Crash Dummies
- Dragon Warrior IV
- F-117A Stealth Fighter
- Krusty's Fun House
- Rocky
- WWF WrestleMania: Steel Cage Challenge

SUPER NES

- Axelay
- Bart's Nightmare
- Cal Ripken Jr. Baseball
- Chuck Rock
- The Duel: Test Drive II
- Equinox
- Family Dog
- Gods
- The Irem Skins Game
- James Bond Jr.
- Out of This World
- Roadrunner's Death Valley Rally
- Rocky & Bullwinkle
- Super Double Dragon
- Super Faceball 2000
- Super Mario Kart
- Super Play Action Football
- Super Star Wars
- Ultrabots: Sanction Earth
- Universal Soldier

GAME BOY

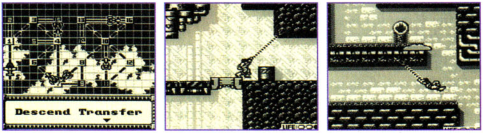
- Battleship
- Bionic Commando
- Crash Dummies
- Flintstones
- Looney Tunes
- Roger Clemens MVP Baseball
- Speedball 2
- Spider-Man 2
- Super Mario Land 2
- Tom and Jerry
- Xenon II
- Universal Soldier

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 41

BIONIC COMMANDO

The classic NES game finds new life in its Game Boy adaptation from Capcom. Look for intrigue, action and hi-tech toys in this mission to save the world . . . for the second time.



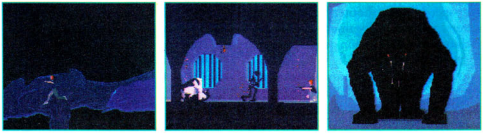
ADVENTURE ISLAND III

Whether he's riding a skateboard or a dinosaur, Master Higgins, the ultimate island hopper, is back in action. Join him to hunt for treasure and secrets.

HUDSON'S ADVENTURE ISLAND III
START
TM AND © 1992 HUDSON SOFT
LICENSED BY NINTENDO
010300
001050

OUT OF THIS WORLD

Experience the alternate world where Lester Knight Chaykin has been transported. Spectacular graphics and a super Sci-fi story make this Interplay game one-of-a-kind.



SUPER MARIO KART

Mario and friends hit the road, and each other, for some friendly bumper bashing action at high speeds. Will you race against the pack or chase and attack? The choice is yours.

01'38"81
RESULTS
MUSHROOM CUP
ROUND 1
MARIO 1'34"17
DONKEY KONG JR 1'34"70
PRINCESS 1'35"81
YOSHI 1'37"20
LUIGI 1'38"95
BOWSER 1'55"58
TOAD 1'56"31
KOOPA TROOPA 1'57"16

BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.

Volume 29 (Oct. '91): Star Trek, F-Zero, Metroid, Shatterhand, Roger Clemens MVP Baseball.

Volume 30 (Nov. '91): Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego?, Flintstones, Ultimate Air Combat.

Volume 31 (Dec. '91): Tiny Toon Adventures, Batman: Return of the Joker, ActRaiser, Metroid II: Return of Samus (Game Boy).

Volume 32 (Jan. '92): Mega Man IV, Monster In My Pocket, Tecmo Super Bowl.

Volume 33 (Feb. '92): TMNT III: The Manhattan Project, The Simpsons: Bart vs. The World, Rampart, GI Joe: The Atlantis Factor.

Volume 34 (Mar. '92): The Empire Strikes Back, Terminator 2, Nightshade, McKids, Lemmings, Zelda: A Link To The Past.

Volume 35 (Apr. '92): Captain America & The Avengers, T&C 2: Thrilla's Surfari, Yoshi.

Volume 36 (May '92): Darkwing Duck, Wacky Races, RoboCop 3, Work Boy, Super Adventure Island, Contra III, Xardion, Super Soccer.

Volume 37 (June '92): Lemmings (NES), Dragonstrike, Stanley: Search for Dr. Livingston, Arcana, Krusty's Fun House, Top Gear, F1 ROC.

Volume 38 (July '92): Panic Restaurant, Gold Medal Challenge, Might & Magic, Toxic Crusaders, Street Fighter II, NCAA Basketball.

Volume 39 (August '92): Gargoyles' Quest II, Casino Kid 2, Contra Force, Kirby's Dream Land, TMNT IV, Wings 2, Mario Paint.

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How to Win at Super Mario Bros.

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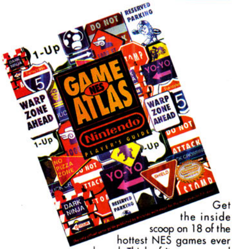
PLAYER'S GUIDES


NES GAME ATLAS
Nintendo
PLAYER'S GUIDE

Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!

GAME BOY
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PLAYER'S GUIDE

Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.

MARIO MANIA
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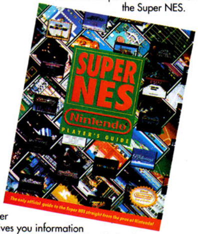
PLAYER'S GUIDE

THE place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super NES.


SUPER NES
Nintendo
PLAYER'S GUIDE

This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!

ZELDA PLAYER'S GUIDE

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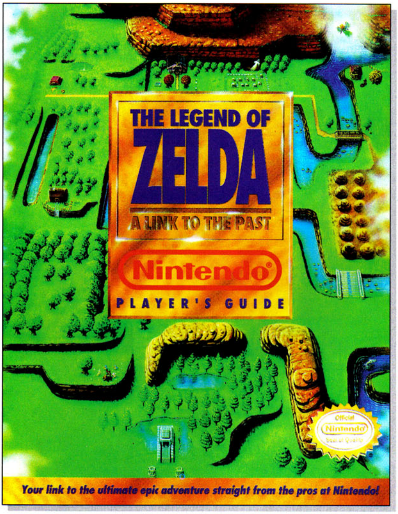
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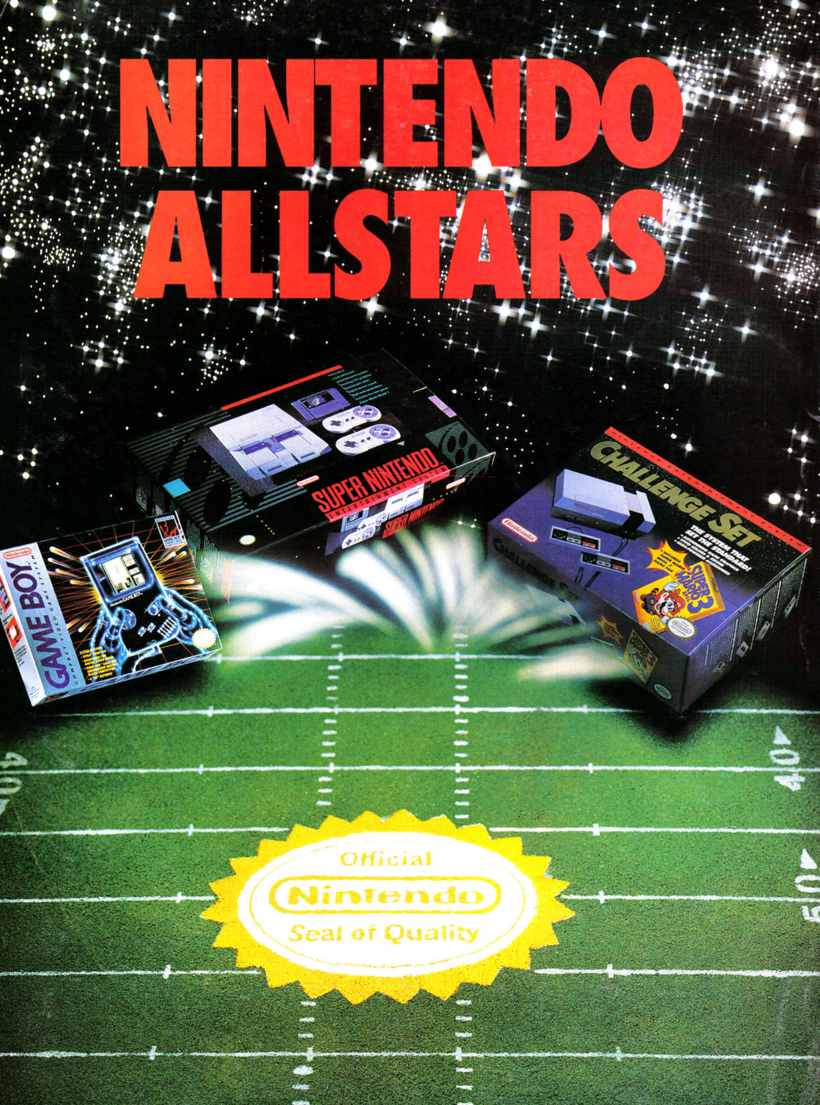
6. WANDERERS FROM YS III
7. SUPER MARIO WORLD
8. PANIC RESTAURANT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